



**MARK HAMILL
EXCLUSIVE INTERVIEW**

**STAR WARS INSIDER
AWARDS RESULTS ISSUE!**

STAR WARS[®]

INSIDE

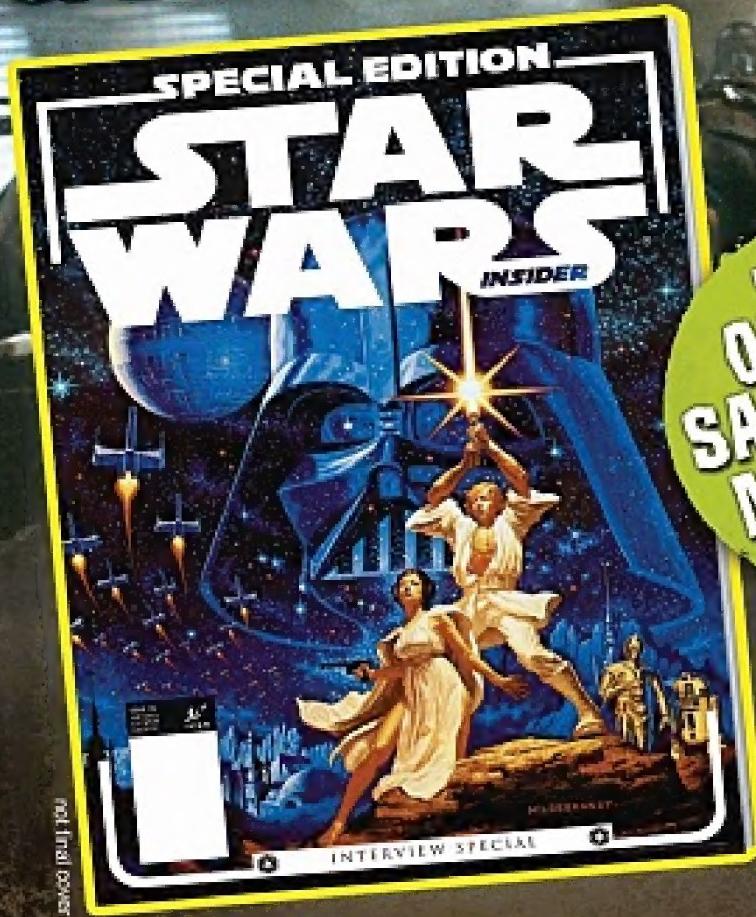
**EXCLUSIVE!
MARK HAMILL
on Luke, Lucas, and life!**

**ALSO INSIDE: THE CLONE WARS,
INDIANA JONES, AND MORE!**

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BIGGER THAN JABBA

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SPECIAL EDITION 2013



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PAGES!
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- CLASSIC INTERVIEWS!
- ALL-NEW CONTENT!
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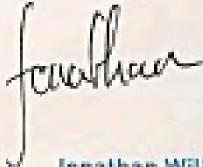
"I'm Luke Skywalker. I'm here to rescue you."—Luke Skywalker, *A New Hope*

From the moment we meet him, as a naive young farmboy, up through his final, triumphant victory as he wins his father back from the clutches of the evil Emperor, I've always loved the character of Luke Skywalker. He's such a worthy hero—and his appeal is in no small part thanks to the formidable talents of Mark Hamill. Think about Luke's story arc: He goes from a whiny kid to a powerful Jedi Knight in the space of three movies. Hamill shares the screen with a theatrical knight (Sir Alec Guinness as Obi-Wan) and a respected Hollywood veteran (Phil Brown as Uncle Owen) all in his first live-action feature. By the second film, he's successfully helping to sell the idea that tauntauns, wampas, and, most crucially Yoda, are real. It's a consummate performance at the heart of the original trilogy.

This issue we present a special interview with Mark, plucked from the Lucasfilm Archives, that has never seen print before. It's a fascinating read, dated as it is before the film came out, with Mark making predictions about *Star Wars'* chances of success and speaking candidly about his fellow cast-members and George Lucas. We also learn a little about his early life, about how he grew up loving monster movies and comic books. This boy was clearly destined for great things!

Also within these pages, we have our results of the first *Star Wars Insider* Awards! There are surprises, shocks, and... well, you'll just have to turn to page 28 for the full list of winners!

May the Force be with you all,



Jonathan Wilkins,
Editor

STAR WARS

• NOVEMBER/DECEMBER 2012 •

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LOCKING IN

THIS ISSUE....

"I WANT TO LEARN THE WAYS OF THE FORCE, AND BECOME A JEDI LIKE MY FATHER." —LUKE SKYWALKER, *A NEW HOPE* 1977

PAGE 12
LUKE!

An exclusive never-before-published interview with Mark Hamill.



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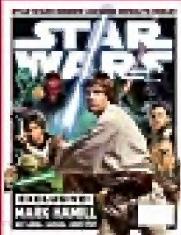
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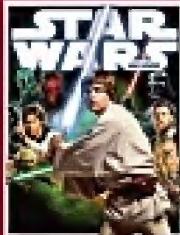
There's also an exclusive cover image that is available only at selected comic stores!

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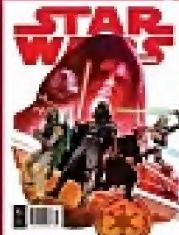
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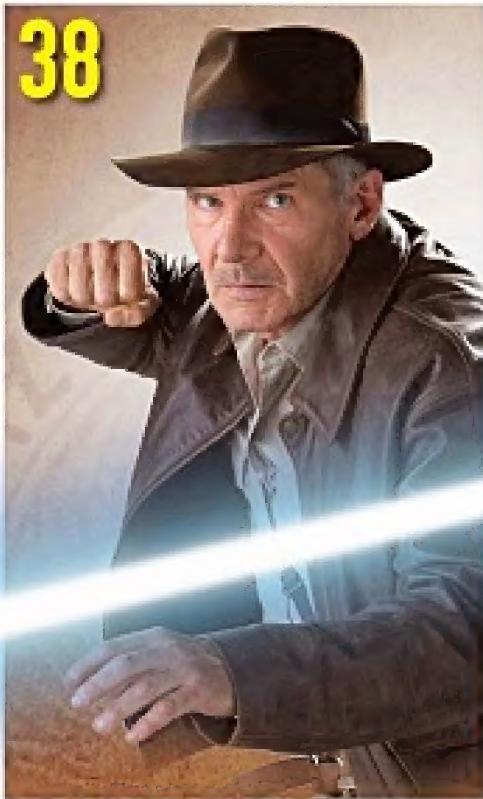
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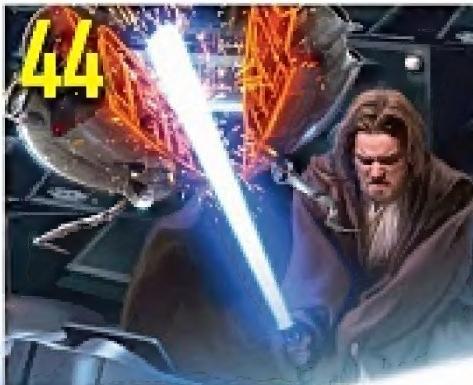
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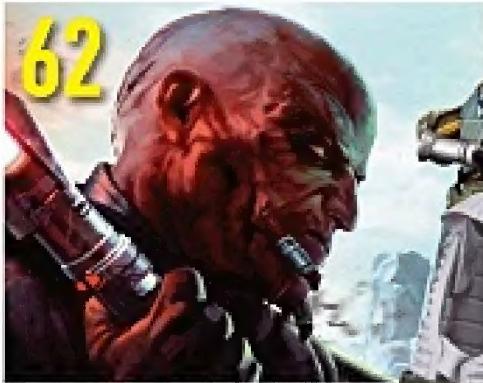
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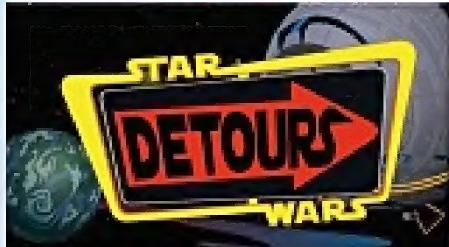
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LAUNCH PAD

THE LATEST UPDATES FROM THE *STAR WARS* UNIVERSE

STAR WARS DETOURS IS COMING! NEW COMEDY PROJECT UNVEILED



One of the highlights of *Star Wars* Celebration VI was the unveiling of *Star Wars Detours*, the new animated comedy project involving *Robot Chicken* creators Seth Green and Matthew Senreich.

Green and Senreich were joined by series director, Todd Grimes, to introduce clips of the project. *Detours* takes place in-between Episodes III and IV, with a completely comedic take on the *Star Wars* world. *Detours* shows a side of *Star Wars* you've never seen before! As Grimes says, "Where do Gamorrean guards grocery shop? Does Darth Vader do online dating? We answer all these things."

DEATH STAR DECEIT!

Among many humorous re-imaginings is the conceit that the Death Star is being built under the pretence that it's a giant shopping mall. Seth Green says, "If you're building something the size of a moon, people are going to know! So that's the cover story. And George Lucas was insistent that there be an IT guy onboard."

Darth Vader has to deal with his own sense of boredom on the show. As Senreich put it, "He's the guy cutting ribbons at the supermarket. He's got nowhere else to be right now. He's got nothing to do."

Tatooine is a major location, with Jabba's palace as the main environment there.

Green, Senreich, and Grimes also revealed when the Millennium Falcon appears, it is based on the original Kenner toy with a canopy that opens up, a removable chess table, and a lightsaber training remote hanging on a string!



A LITTLES LEIA

Another key location will be Dex's Diner, last seen in *Attack of the Clones*. A regular patron is 14-year old Lela, who's mad at the world, doesn't know who her real parents are, and is sick of the decoys accompanying her everywhere. Catherine Taber, familiar to fans as the voice of Padmé in *Star Wars: The Clone Wars*, voices the pushy Princess and her loyal decoys.

Billy Dee Williams reprises the role of Lando Calrissian, along with Anthony Daniels as C-3PO and Ahmed Best as Jar Jar Binks.

THE TEAM:

Producer Jennifer Hill
Head writer Brendan Hay
Writers include Dan Milano, Tom Root, Zeb Wels, Doug Goldstein, Breckin Meyer, Kevin Shinick, David Goodman, Michael Price, and Jane Espenson.

THE CAST:

Zachary Levi as Bill Tarkin, Grand Moff Tarkin's son.



Breckin Meyer and Donald Faison, as two stormtroopers Super Ace and Killer. Dee Bradley Baker as multiple characters, including Sergeant Basher, a grizzled clone trooper veteran who disapproves of the modern stormtroopers.

Seth Green voices multiple characters, including gifted thespian Salacious Crumb, who has a beautiful speaking voice when he's not laughing hysterically at others' misfortune.

Also in the cast are: Abraham Benrubi, Cree Summer, Nat Faxon, Grey DeLisle, Felicia Day, "Weird Al" Yankovic (even George Lucas is getting in on the act).

Keep reading *Star Wars Insider* for more news on *Star Wars Detours*!

EXCLUSIVE



SEASON FIVE UPDATE!

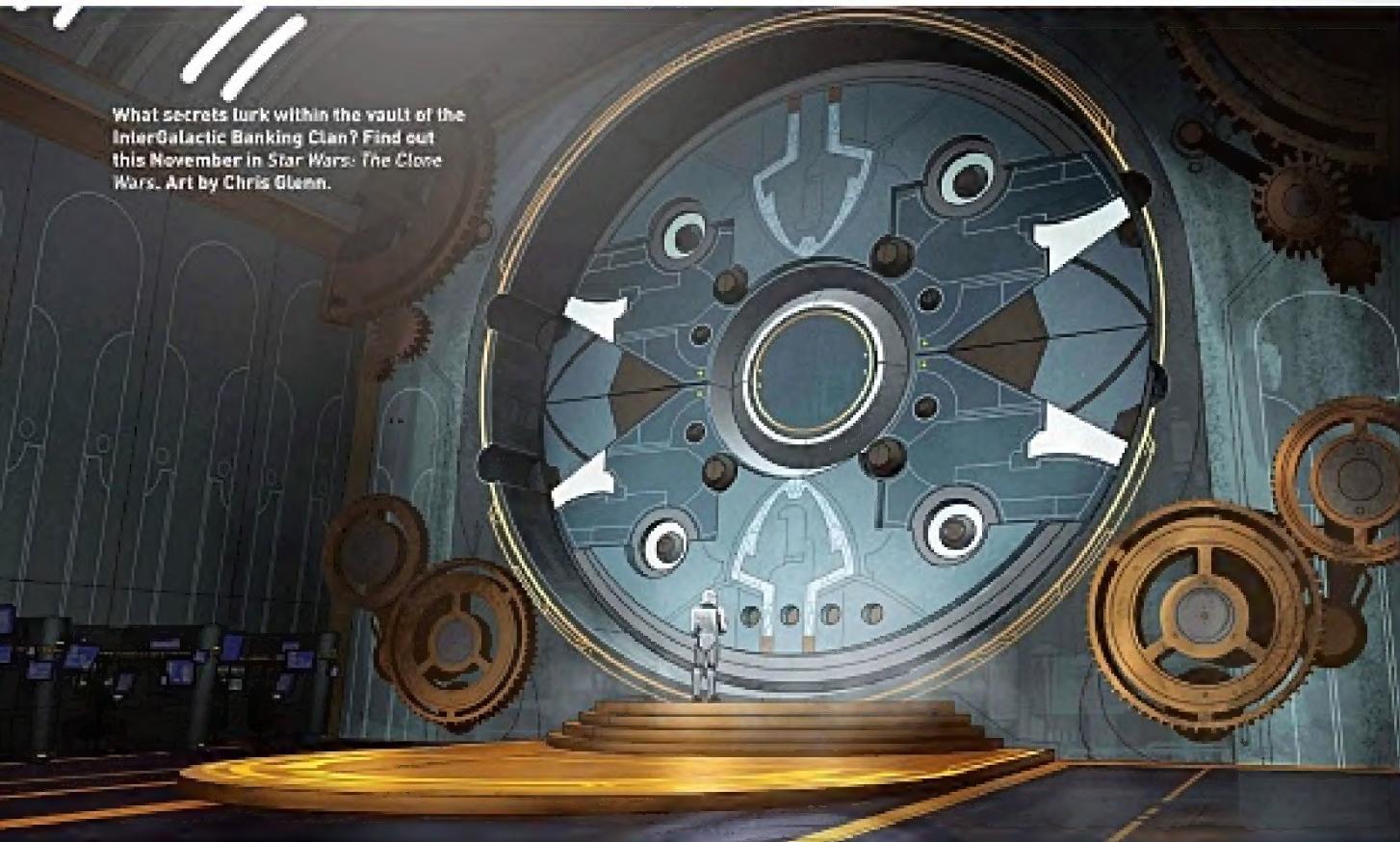
INTRIGUING TITLES FOR FORTHCOMING EPISODES REVEALED.

- 09 "Secret Weapons"
- 10 "A Sunny Day in the Void"
- 11 "Missing in Action"
- 12 "Point of No Return"
- 13 "Eminence"
- 14 "Shades of Reason"
- 15 "The Lawless"

The lofty peaks of Scipio, headquarters of the Banking Clan, will be seen this November in Star Wars: The Clone Wars. Art by Andre Kirk.



What secrets lurk within the vault of the InterGalactic Banking Clan? Find out this November in Star Wars: The Clone Wars. Art by Chris Glenn.



CONFIRMED! THE SAGA CONTINUES

GET READY FOR AN AMAZING 3D DOUBLE BILL COMING FALL 2013, AS STAR WARS: EPISODE II ATTACK OF THE CLONES AND STAR WARS: EPISODE III REVENGE OF THE SITH ARE RE-RELEASED ON THE BIG SCREEN IN...

10 SCENES THAT WILL ROCK YOUR WORLD!

ATTACK OF THE CLONES

1. FOLLOW THAT SPEEDER!

Anakin and Obi-Wan race through the crowded airways of Coruscant in an epic pursuit to apprehend the bounty hunter Zam Wesell!



2. CLONES, CLONES, AND MORE CLONES!

Our first glimpse at the identical army.

3. ASTEROID FIELD!

Obi-Wan engages in a cat-and-mouse battle of wits in Geonosis' rings as Jango and Boba Fett attempt to destroy him.

4. DROID FACTORY

The heart-stopping chase through the droid factory. Anakin fights, R2 flies, and C-3PO loses his head!

5. "BEGUN THE CLONE WAR HAS."

Yoda commands the clones as they swoop in to rescue the Jedi and smash the Separatists—in marvelous 3D? We're sold!

REVENGE OF THE SITH

6. RESCUE MISSION

Anakin and Obi-Wan fight through a battle toward the Invisible Hand to rescue Supreme Chancellor Palpatine from the clutches of Count Dooku and General Grievous!



7. CHASING GRIEVOUS

A wild chase across Utapau sees in pursuit of the commander of the droid army.

8. ORDER 66

Glimpses of amazing worlds combined with the tragedy of the clone troopers' betrayal of the Jedi should make for an emotive and immersive sequence.

9. JEDI MASTER VS SITH LORD

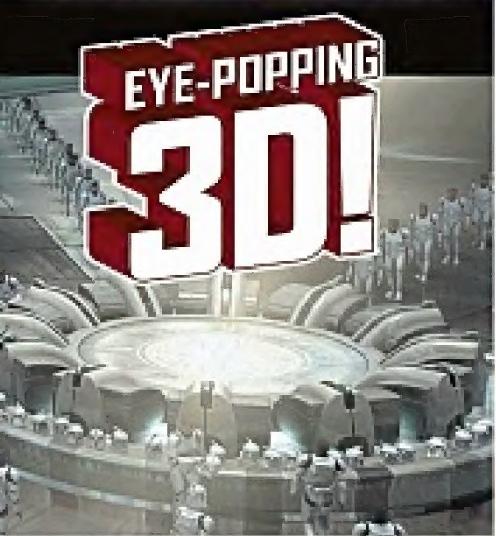
Time to duck for cover as Yoda battles Sidious, and the Senate comes off worse.

10. SHOWDOWN ON MUSTAFAR

The climactic duel of the prequel saga. Prepare to feel the heat as Anakin and Obi-Wan square off on the lava planet!

LAUNCH PAD

FALL 2013



The dates for your diary are:

Attack of the Clones 3D: September 20, 2013

Revenge of the Sith 3D: October 13, 2013

FOLDED WITH THE FORCE!

ONE OF THE POPULAR EXHIBITS AT STEVE SANSWEET'S RANCHO OBI-WAN EXPERIENCE AT CELEBRATION VI WAS THE AMAZING PAPER FIGURES OF RYAN HALL. INSIDER SPOKE TO HALL ABOUT HIS INTRICATE CREATIONS.

When did you first start making the characters?

I first started making paper toys in my final year of university. I wanted to take my 2D illustrations further and actually hold a 3D model of what I'd drawn. I first made Star Wars models for an exhibition I had in London in 2011. I wanted to feature my favorite sci-fi characters, and the characters of Star Wars were ideal.

How long does each character take to create?

Once I have decided on the character I'm making and researched the colors I need, I take about three to four hours to get the model to how I want it to look.

Who are your favorite characters?

I would have to say See-Threepio or Artoo-Detoo. I loved them as a kid. They are the heart of Star Wars to me. Artoo was the very first Star Wars figure I owned, so when I was creating my exhibition piece they were first on my list to do.

Who is the most difficult character to create?

Boba Fett. At first, I wasn't quite sure if I could get the look of his helmet right, so I messed around with a few ideas. He's such a great character. I wanted him to really stand out and do him justice in paper toy form.

Which character is next on your list?

Jabba the Hutt. I definitely want to do him next as a paper toy. Just doing his palace opens up ideas about featuring other characters from the Star Wars universe....

Where can your work be seen?

My Star Wars work can currently be seen in Steve Sansweet's Rancho Obi-Wan museum and art gallery in California. I'm very honored to have my work on display there. I have recently been a part of a Star Wars art show in Leeds, England, and have had various other artwork all over the world in exhibitions and shows. ☺

EXPANDED

Check out Ryan's amazing creations at:
<http://daugy74.wordpress.com>

UNIVERSE

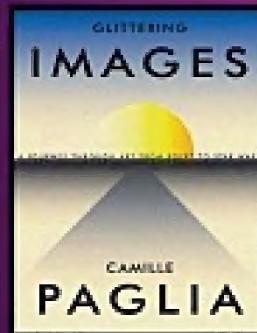


Main image:
Wicket, the
paper toy Ewok.

Top: The droids
pursued by
a wampa!

Left: Boba Fett,
complete with
vinyl-style
packaging.

GEORGE LUCAS IS THE GREATEST?



A NEW BOOK CLAIMS SOMETHING STAR WARS FANS HAVE KNOWN FOR A LONG TIME...

In her latest book, *Glittering Images: A Journey Through Art from Egypt to Star Wars*, respected academic Camille Paglia declares that director George Lucas, creator of *Star Wars*, is the world's greatest living artist. Who are we to argue?

CELEBRATION EUROPE II

Feeling low after Celebration VI finished? Fear not! *Star Wars Celebration Europe II* has been announced! The Celebration will continue in Essen, Germany on July 26-28, 2013.

Visit www.starwarscelebration.com/Europe/ for updates!

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BECOMING

THE MARK HAMILL INTERVIEW BY CHARLES LIPPINCOTT

FOLLOWING LAST ISSUE'S CLASSIC CARRIE FISHER INTERVIEW, WE PRESENT ANOTHER GEM FROM THE ARCHIVES! THIS ISSUE, MARK HAMILL CHATS WITH CHARLES (CHARLEY) LIPPINCOTT, LUCASFILM VICE PRESIDENT OF MARKETING AND MERCHANDISING. LIKE THE CARRIE FISHER INTERVIEW, IT TOOK PLACE JUST MONTHS BEFORE THE *STAR WARS* PHENOMENON BEGAN, IN JANUARY 1977! IN THE INTERVIEW, HAMILL TALKS AT LENGTH ABOUT HIS YOUTH, THE FILM, AND LOTS OF GOOD STUFF, REFLECTING HIS THOUGHTS AND OPINIONS FROM OVER 35 YEARS AGO!....





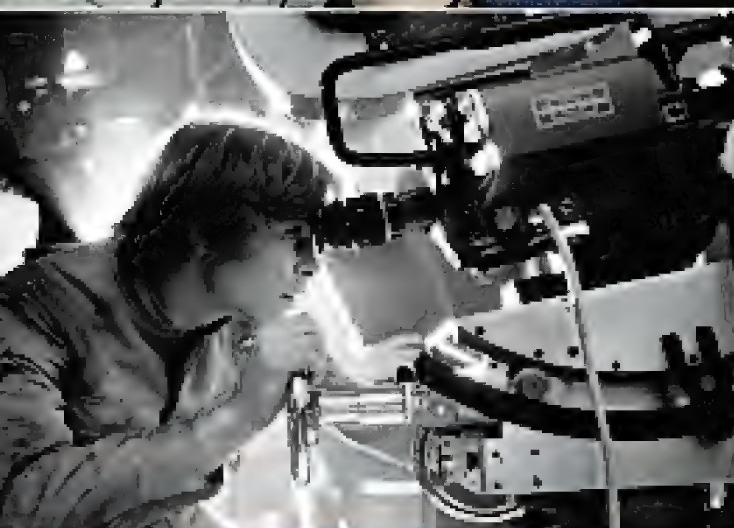
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Main Image, right:
Hamill poses as
Luke. Ready to
take on sand
people... or worse!

Below, right:
George Lucas
shows how it's
done, as Hamill and
Carrie Fisher take
notes.

Left, from
top: Luke, the
droids and Obi-Wan
take time out from
their adventure
to pose for a photo!
Checking out the
Millennium Falcon.
A certain point of
view: Hamill checks
out the other side
of the camera;
An iconic shot as
Luke takes charge
in *Return of the Jedi*.



ON LUKE SKYWALKER AND JOINING THE STAR WARS CAST...

Mark Hamill: [Before joining the *Star Wars* cast], I wanted to be in *Apocalypse Now*. From what I understand, Fred [Roos, casting director] had a lot to do with guiding George Lucas in my direction. I think George did say he was doing a science fiction film.

Charley Lippincott: Had you seen George's THX at the time?

Hamill: No, but I had seen *American Graffiti* three or four times. I didn't see THX until after I had made *Star Wars*. I also saw the student film at a science fiction convention that we went to.

But I was amazed how perfectly constructed the story of *Star Wars* is. Luke grows up in *Star Wars*. He's thrown into this thing, but I think he learns a whole lot. There was also that romantic triangle. It's like Cary Grant, Rosalind Russell, and Ralph Bellamy in *His Girl Friday*. The two robots, Artoo-Detoo and See-Threepio, are like Laurel and Hardy. I love them. I think they are my favorite pair of characters.

As a human being, I enjoy Harrison's character, Han Solo, the most. But then I think Luke also emulates Harrison, so we're getting into how there are parallels between the cast and the storyline.

ON GARY KURTZ...

Hamill: Gary Kurtz [producer of *Star Wars*] is like Mr. Machine. He knows everything. I don't think I have ever asked Gary a question once that he couldn't answer. Gary and George are both so unique. You can't really compare them to any other producer-director you work with. Gary is a kid, too. The first time I really made a connection with Gary was in Tunisia. And he gets this excited little grin that he sort of suppresses and tells you all about Scrooge McDuck and the island of Pago Pago, or whatever.

He's really a partner with George. I've worked more closely with the producer on this than on anything. He's really accessible. They both are. You can walk up to them and ask them questions. There is no fear of intimidation there. There is not a power thing in it. We're all in it together. I think George is really flexible about letting me try things. I mean, a lot of times you wouldn't even tell him what you were changing and you would do things and he wouldn't say anything. Whether he knows you're doing it or not, I don't know. Probably.

He told me not to say "THX 1138" anymore. We were bringing in the Wookiees, he's handcuffed, and the guy says, "Where are you going with this thing?" And the line was something like, "It's a prisoner transferred from cell block..." And then lots of letters and numbers. I love in-jokes, so I said, "This is prisoner transfer from THX 1138." He came over and said, "Don't do that." But we did four more takes and by the end I was doing it again. I think I did it on one he printed! With explosions and everything else involved, I just kept doing it.

"JUST FROM THE SCRIPT ALONE, I THOUGHT STAR WARS WAS A WINNER."

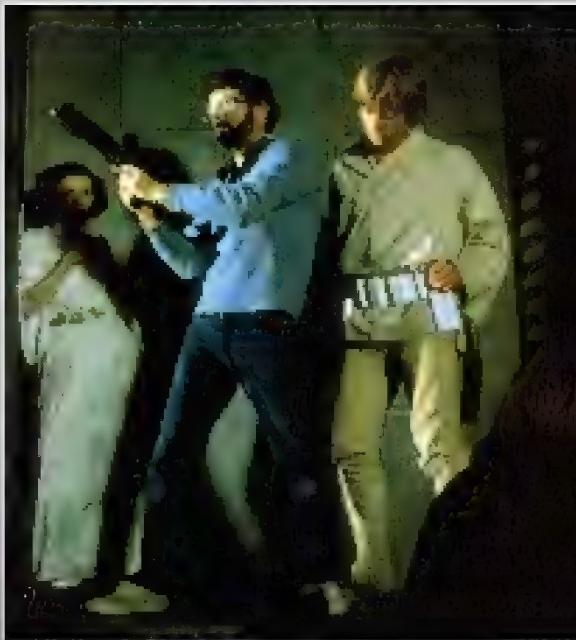


ON GEORGE LUCAS...

Hamill: I went into *Star Wars* with an amazing amount of respect for George. Just from the script alone, I thought *Star Wars* was a winner. You have that certain amount of anxiety before you make any movie. But there was a calmer atmosphere on *Star Wars* than any other thing that I've done. George is the kind of director where you think, "Gee, they're not saying anything to me!" But he was keeping his eye on everything going on the set. And then it turns out that they know so much. They put it together, and they know exactly what they are doing.

George gave me the nickname "The Kid." I had earned that nickname before George gave it to me, to the extent that the crew went out and made up a T-shirt with a silver star on it that said, "THE KID." I brought it to England with me; it was like the last couple of weeks of the film, when I wore it in.

I would do anything for George. I'd go paint his house. Seriously. He's great. I may never get to work with him again, who knows? He told me once that he wanted to not make features anymore, that he wanted to go back and make student movies. I'd be in those too!





ON HARRISON FORD...

Hamill: I learned a lot from Harrison. I think he's going to be amazing in this movie. He has a way of acting where you can see the process and use what you think can work for you. It's all in the way he hears information. And the way he listens.

Harrison always called me "Kid." He once left a message on the

switchboard at EMI that Mr. Ford had called. So I said, Mr. Ford, this is Mr. Kid returning your call! That made Harrison laugh. It's always nice to make Harrison laugh, you know?

Lippincott: He makes you work at it, doesn't he?

Hamill: Carrie and I have already discussed how he's sort of judging you. You're aware of that.



ON EARLY INTERESTS....

Hamill: I was always annoying people with magic tricks and puppets. My brothers and sisters would run away! My best trick was clearing the room in seven seconds. "Oh no! A new magic trick!" And they'd run in every direction. But I didn't tell a lot of people about my ambitions of working in movies, cause they just think you're nuts, especially when they don't work in this industry.

The only thing I never wanted to do was be in the circus, which I always thought was kind of eerie and creepy. A clown picked me up one time and scared me. He was up close and he just looked like a monster to me.

"SIR ALEC GUINNESS IS MY FAVORITE ACTOR. THERE'S NOBODY MORE VERSATILE THAN HE IS."

Lippencott: Were you always interested in science-fiction movies?

Hamill: Yes. Fantasy science-fiction. In film, those were the big things. Ray Harryhausen movies, horror movies, and so on. *King Kong* was it for me, though, because I saw it at a very impressionable age.

I watched it five days in a row on the afternoon movies in New York. It used to just wipe me out every night. My parents told me I wasn't allowed to watch it the last couple of nights. I thought for some reason there was a chance of keeping Kong on the island and not taking him to civilization. I think that movie for me was what *Gone with the Wind* was for a lot of girls. It left me in a heap at the end.

I guess it was reading *Famous Monsters* magazine that I first realized at age seven or eight that this is a job for some people. That was it! I didn't know how, but secretly I always knew this is what I'd end up doing.

We weren't allowed to have comic books in my family. They were seen as a waste of money... but we got them somehow. I had friends that had them. You could get your fix of monsters in *Classics Illustrated* there, you know, Frankenstein or whatever. I always loved comic books. I think that's why I love them so much now; I think I'm compensating for not being able to buy them then. I have a lot now, like *Silver Surfer*. I'm really fond of the DC heroes. I like *Green Lantern*. I love *Superman*. I really like *Batman* because of his mortality. I liked the vintage strips best of all.

I do remember being afraid to read EC horror comics. There would be comics like *Tales of the Crypt*, with somebody's eyeball hanging out. It was really hardcore. I like the EC Fantasy comics the best.



ON SIR ALEC GUINNESS...

Hamill: I've worked with people before that I've always admired. Patricia Neal was maybe the closest. But Sir Alec is my favorite actor. I think there's nobody more versatile than he is. A lot of people can't identify him, he looks different in all of his movies. As a kid, I loved *The Lavender Hill Mob* and *The Ladykillers*. Those were my favorites. I was completely in awe of the guy. But he's so humble and so disinterested in himself, it's amazing. He doesn't consider himself an important figure in cinema. He doesn't like to talk about his movies, he doesn't think they are important, or that they'll last. He's more thrilled at getting nominated for his screenplay, for *The Horse's Mouth*. That was more important to him. Lippencott: Peter Cushing has been limited to a certain genre. Hamill: Yeah, he has, which is too bad. I loved him when he played *Sherlock Holmes* in *Hound of the Baskervilles*. I think he's been limited, not because of his ability, but because of the association with a type of film.

Opposite page, clockwise:
Hamill and
Harrison Ford re-
hearse the final
scene of *Star
Wars*; the team
together one last
time in *Return of
the Jedi*; larking
around behind
the scenes on
Jedi with Har-
rison Ford.

Above: Hamill
and Sir Alec
Guinness in
Tunisia.

NOT JUST A JEDI THE CAREER OF MARK HAMILL

Mark Hamill's diverse career as a performer has encompassed television, movies, and Broadway; more recently, he has enjoyed success as a writer, producer, and director.

He made his Broadway debut in the title role of *The Elephant Man*. He then played Mozart in the first National Tour of *Amadeus*.

Hamill's film credits include *The Big Red One*, *Britannia Hospital*, *Slipstream*, *Village of the Damned*, *Walking Across Egypt*, *Jay and Silent Bob Strike Back*, and *Comic Book: The Movie* (which he directed, co-wrote, and produced).

His voice can be heard in over 100 cartoons, including: *Batman: The Animated Series* (Annie Nomination Best Actor), *The Adventures of Batman and Robin*, *The Simpsons*, *Ren & Stimpy*, *Robot Chicken*, *Superman*, *Justice League*, *Spider-Man*, *Hulk*, *Powerpuff Girls*,

The Flintstones, *Scooby Doo*, *Wizards*, *Batman: Mask of Phantasm*, and *Batman Beyond: Return of the Joker* (Annie Nomination Best Actor).

He reprised the voice of the Joker in the hit videogame, *Arkham Asylum* and gave a BAFTA award-winning performance in the sequel, *Arkham City*.

A devoted comic book collector and historian, Hamill has written for *The Simpsons* comic. His 20 year stint as the voice of the Joker remains a fan favorite, as are his two appearances as the villain The Trickster on *The Flash* television series.

He created the comic book anti-hero, *The Black Pearl* for Dark Horse Comics, which he co-wrote with Eric Johnson as a five-issue mini-series. A film adaptation is on the way.

Hamill is currently working on *Metalocalypse*, *Regular Show*, and *Disney's Motor City*, and *Dragons: Riders of Berk*.

He can next be seen in the movie *Sushi Girl*, due out early 2013.



THE HERO'S JOURNEY

LUKE SKYWALKER'S PATH TO GREATNESS

1. TAKING CHARGE

We're not suggesting that Luke's plan to rescue the Princess on the first Death Star wasn't flawed, but the fact that the young farmboy manages to persuade Han and Chewie to go along with his plan—that's impressive.

2. TAKING DOWN THE DEATH STAR

He might have started as a whiny teenager, but Luke more than hints at his future potential as he proves that he really isn't such a bad pilot and possibly even as good as his mysterious father....

3. RUMBLINGS OF THE FORCE

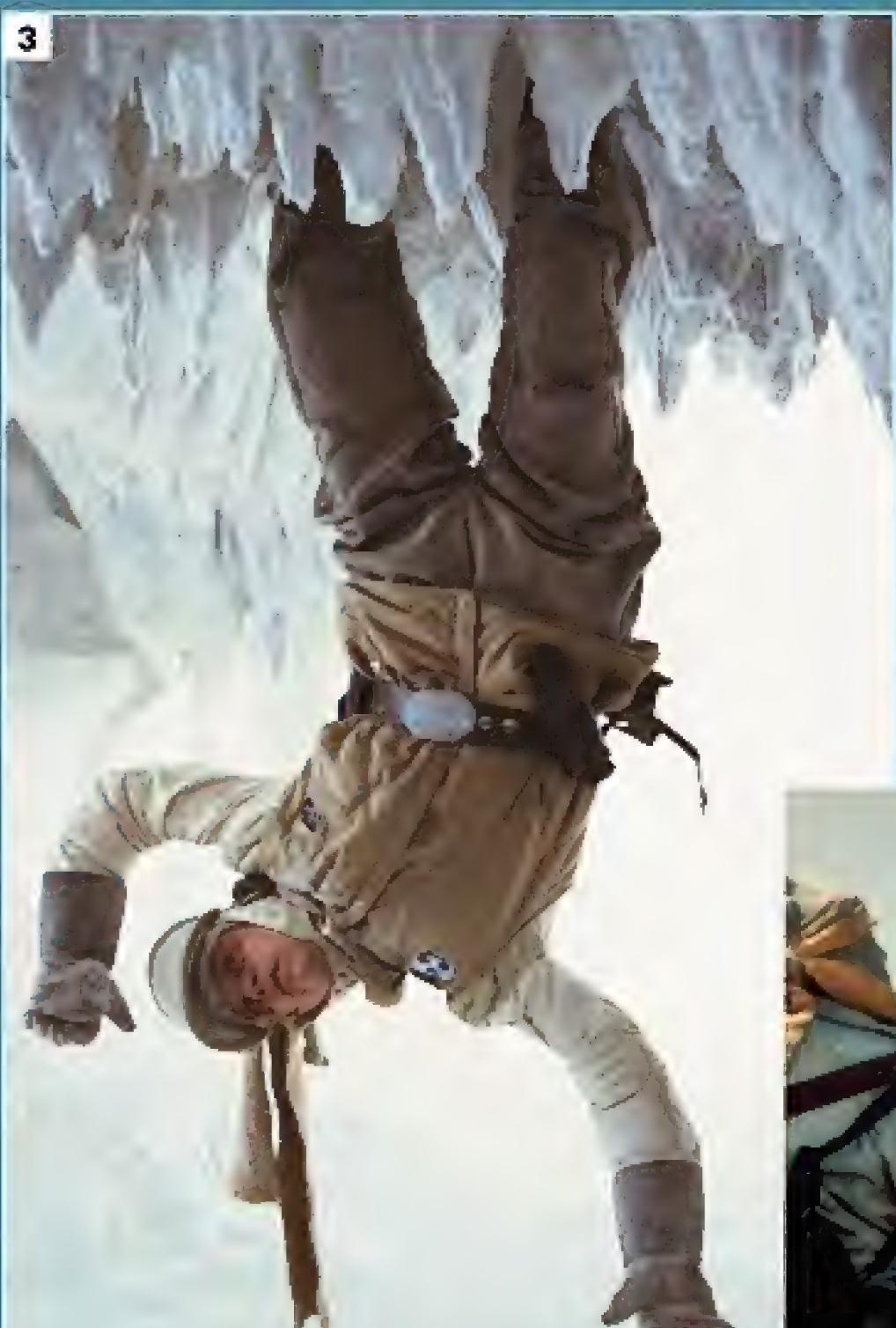
It's easily overlooked, but the first sense of Luke using the physical force can be seen as he races to collect his lightsaber from its icy home as a ferocious and very hungry wampa approaches at speed....

4. FACING VADER

Taking on the Dark Lord would be a brave move for even a veteran Jedi, but for an impatient Padawan? Thankfully, Luke's enough of a Jedi to hold his own, until Vader overwhelms him.

5. A JEDI AT LAST

During the daring battle at the Sarlacc pit, Luke shows off his lightsaber skills in combat, in one of the many punch-the-air moments in the saga!



4



ON GROWING UP....

We moved around a lot. My earliest memory is around when we were living in San Francisco, then Virginia, then back to San Jose, Redwood City, then to Pennsylvania, then New York, then San Diego, then back to Virginia, then I went to spend the summer with my old family in San Francisco.

So my parents kept throwing things away without our knowledge. You would get to the next stop and say, "Hey whatever happened to my Cantinflas marionette [a Mexican comic film actor]?" And you'd discover it was given to charity.

"LIVING IN JAPAN WAS MY BEST FILM-GOING EXPERIENCE ANYWHERE. WE SAW ALL THE MOVIES FOR FREE!"

I'm right in the middle. I have two older sisters and an older brother and two younger sisters and a younger brother. We are spaced two or three years apart. We'd drive to the beach in two cars and discover that there were two people missing. And have to go back! "Well, I thought you had them." There they would be on the front doorstep in tears!

Then I went to Japan, where we stayed for almost three years. I finished 11th and 12th grade

there. I graduated from Yokohama High. Lippencott: Were there all American students? Hamill: It was mostly Japanese, but it was an American speaking school. That was my greatest film-going experience anywhere. My father was in the navy and they had all the movies for free, and they were first run. They even had movies that were unreleased in theaters here. Plus foreign product, because the movies changed almost every night; you'd have no advance publicity. There'd be *Bonnie and Clyde*, color, 90 minutes, Warren Beatty and Faye Dunaway, crime and melodrama. That's all you'd know. I wish I could do that now with films. I'd like to just go and not know anything about it.

We also got to see the Japanese versions of movies. *The Good, The Bad and The Ugly* was a lot more violent and it had subtitles up and down the sides.

The Hammer films were gorier. Never dubbed, though. The Japanese films were never dubbed unless they were on television.

I think that *Star Wars* is going to be amazing there. The Japanese are film people. They love movies and they love

5



"I THINK THE JAPANESE ARE GOING TO GO BANANAS FOR STAR WARS!"

American movies, and they love science fiction. That's their whole Saturday morning TV thing. They've got Astro Boy, Ultraman, and all those great stars of Toho cinema. And even the second string characters, like Gedra and Gamara are great. There's a turtle that spins around and shoots fire out of his legs!

I tested for the voice of Astro Boy. I was in the finals and kept forgetting that it was all [Mark does a nasal falsetto] up here, you know? Not that, but more [Mark's voice goes all breathy] like this. You know how they talk in Japanese movies. [In a rapid and slightly clipped accent] "Oh, it must be Godzilla." I didn't get the job, but I was down there at the studio and saw big monster feet and little Japanese cities waiting to be crushed. I think the Japanese are going to go bananas for Star Wars.

Lippencott: What is the Japanese fascination with these kinds of movies? Hamill: They like things that are way beyond their control. There's no way to really relate to Godzilla coming to step on your house! The Universal monsters of the 30s were humanoid, at least. You could run from the Mummy, if you didn't get too terrified and keep falling down all of the time, like Evelyn Ankers did. The Wolfman was pretty hardcore.

He's fast, crazy and he bites you. But Frankenstein's monster is kind of a schlump. He just clogs along. You figure as a kid, unless you're so scared you can't get out of his way....

Lippencott: What was your life in Japan like?

Hamill: The most fun I ever had in my life. You have total independence. The trains and buses are cheap. You can travel really easily. And within the confines of the Naval base, it's a totally protected environment. If you are living in suburbia, you can't go out after a certain time, and you can't drive anyway. On the base, there's no fear of crime.

There were so many activities. There was a teen club. They showed movies, there were pool tables and there were dances. There was even night-time miniature golf.

Just hanging out with friends was fun. You could just get on the free station bus to opposite parts of the base. They wouldn't let you into the movies if your hair was over two inches or something, they'd measure it on the way in!

I did lots of plays there and stuff....

THE MANY OUTFITS OF LUKE SKYWALKER

FARMBOY CHIC



RATING: ⚡⚡⚡⚡⚡

X-WING PILOT



RATING: ⚡⚡⚡⚡⚡

They had a lot of facilities and playhouses and they would pay and you would get professional sets and so I went. We did *The Odd Couple* at school. It sounds funny because I probably had a real high voice! You can train bears to do that show and it would get laughs.

We did that show at school and it was so funny that they let us tour. They got us a big van and we went around and did it at officers' clubs. I've done that show more than any other show I've ever

done. We must have done it 20 or 30 times.

I was really sad to leave Japan. As sorry as I was to find out I was going there. That was like being sentenced to going to Siberia. You're in the middle of high school — and you discover you're going to spend two years in Japan. I just didn't know what it would be like. You know, cause we thought we were really cool in Annandale, Virginia.

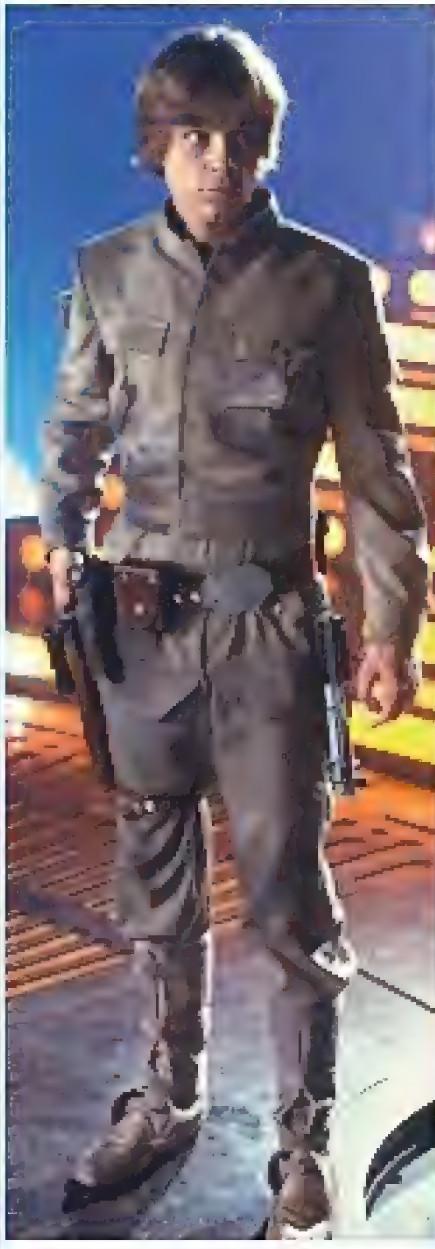
Lippencott: Had it changed that radically?

HOTH GEAR



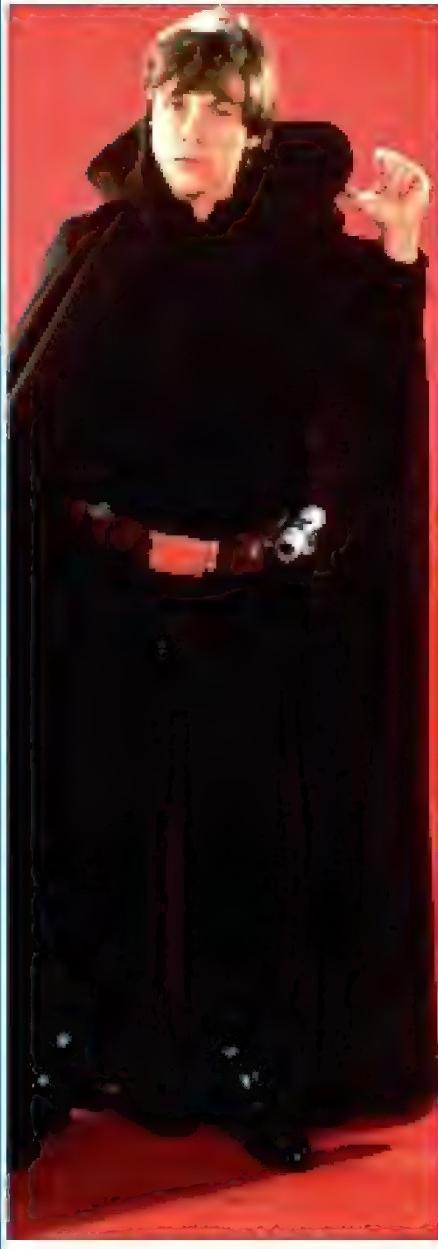
RATING: ⚡⚡⚡⚡⚡

BESPIN FATIGUES



RATING: ⚡⚡⚡⚡⚡

JEDI THREADS



RATING: ⚡⚡⚡⚡⚡

Hamill: Well, it did. For a month, I just hated the school. I thought everybody was just stupid and squares and I was a loner, and that's how I started falling in with a "bad crowd," which is funny, because compared to hoods in existence now, these guys are tame. And I was the court jester. I was never a greaser or a fighter, and I would sit at their table and I was not allowed to be beat up by football players because these guys would then turn around and stick a monkey wrench up your nose because they were real scary.

In other words: when I sat with all of these hoods, that was my job. I would make them laugh, or whatever. Which is funny because I had never smoked marijuana or whatever or pills, anything like that. No, sir. And in my junior year, I remember looking back and thinking, *Oh, my god, those guys were really loaded.* I would go to their house and they'd be playing The Doors with the lights down and funny lights, and the incense and everything, and I was on a roll. I was thinking I'm the funniest man who ever lived....

Cause these guys would be hysterical.... And then I look back and think, *I'm sure they were loaded.* But I was their mascot, so to speak, which was great protection. ☺

EXPANDED

Follow Mark on Twitter
at @HamillHimself!

UNIVERSE

MY STAR WARS

A PIONEER IN HIS FIELD, EIGHT-TIME OSCAR WINNER DENNIS MUREN WAS AN ORIGINAL MEMBER OF THE INDUSTRIAL LIGHT & MAGIC TEAM. HIS GROUNDBREAKING WORK GOES FAR BEYOND THE ORIGINAL *STAR WARS* AND HE REMAINS AT ILM TO THIS DAY, AS SENIOR VISUAL EFFECTS SUPERVISOR. INSIDER TAKES HIM ON A JOURNEY BACK.

When did you first become aware of *Star Wars*?

Through fellow visual effects artists Jim Danforth and Bill Taylor, who went to see George Lucas about working on the special effects. Word was floating around about the movie in 1975.

What was your reaction to seeing *Star Wars* for the first time?

I was recovering from pneumonia so I wasn't feeling that good, but I was surprised. It went way beyond what I expected. It was so weird, but it all actually made sense.

Where did you sign your first *Star Wars* autograph?

I think it was after the cast and crew screening; we had some sort of material they'd handed out, and someone's wife asked me to sign it.

Where is the strangest place you've been recognized?

At the Tate gallery in London. It was after *Jedi* and I was on vacation and someone asked me if I was Dennis Muren. I said no—the only time I've ever done that, which was a mistake. It was unfair.

Can you reveal something about yourself or your work that will surprise *Star Wars* fans?

I'm not a sci-fi fan. I've never really read sci-fi books, though I've seen the films. I prefer (stuff like) non-fiction, biographies, or Malcolm Gladwell.

Do you have a favorite *Star Wars* toy? No, but if I had to choose, it would be one of the AT-AT toys.

Man of Luke?
I think my favorite character is some sort of combination of Luke Skywalker and Han Solo.





Which is your favorite Star Wars film and why? Empire. I just like the characters and the effects sequences. It was the hardest film to do.

Do you have a favorite scene? The helicopter shot of Luke riding the tauntaun at the opening of *The Empire Strikes Back*. That was a hard shot to do. I thought it would be impossible to ever look real. But I quickly figured out a simple way to do it.



EXPANDED

Dennis Muren is supervising the 3D conversion for *Attack of the Clones* and *Revenge of the Sith*, to be released fall 2005.

UNIVERSE

STAR

THE

CLONE WARS

cast and crew
on...

AS SEASON FIVE TAKES THE CLONE WARS TO ALL NEW HEIGHTS, THE TALENT BEHIND THE HIT SERIES GIVE THEIR THOUGHTS ON THE SHOW!

... "Revenge" being an *Insider* award-winning episode!

Sam Witwer (the voice of Darth Maul): Darth Maul's got the Boba Fett factor going for him. He looks cool, and has an attitude that was established in *The Phantom Menace*.

The big thing for "Revenge" was to describe the cost of what had happened to him—not just physically, but mentally. We also showed the unadulterated dark side of the Force. It isn't just cool leather suits and red lightsabers. It's madness, despair, and pain. He'll get funnier as he goes along, trust me [Laughs!]



...the darker aspects of the show.

Dave Filoni (supervising director): There's stuff that we shoot that does not make it into the show at all. There's a level where I say, "That's kind of enough." I try not to do stuff that goes beyond what you see in the movies. I fully realize that a lot of kids have not seen *Revenge of the Sith*, nor would you expect them to. It's a very intense movie.

That clearly illustrates my problem: I've got *Attack of the Clones* on one side, which is the beginning of a downfall, and I've got *Revenge of the Sith* where it's a complete downfall of the good guys. *The Clone Wars* is a hard place to be.

We've made the villains very powerful and very dangerous, but people are always hungry for the heroes to win. So I want to make sure that we show that they had a lot of victories, but the Jedi didn't understand that Palpatine was controlling the whole thing. They just missed the one critical thing that could have brought them to victory. I think this season you'll see that Palpatine's plan is more perilous than even he thought possible. He has tried to control many futures to make it all happen, but it's just not that easy to do, and there are many obstacles that could get in his way.

...34 percent of the audience being female.

Ashley Eckstein (the voice of Ahsoka Tano): I credit Dave and his team for including so many strong female characters. It's something I hoped would happen. We've talked about it all along: In the very beginning, I remember asking, "Was Ahsoka created to increase the female audience?"

Filoni: I felt very strongly that if we did another young boy character, it would just be repeating Anakin and Luke. I had a young cousin at the time, and watching her grow up was a big influence on me. I thought it'd be great to get a girl with a lightsaber out there. I think it's worked out great. Ashley has been a great ambassador for fans. She's a tiny powerhouse.



...Mark Hamill guest-starring on the show?

Filoni: I wouldn't ask Mark to do anything on the show until I had something for him that's really awesome and unique. There have been times when I've thought, Well, maybe this could be it, but then I've thought, Nah, it's just not going to have the impact. I want to be able to cast

Mark in a way that's meaningful for him. It's on my list of things to do. It won't happen in Season Five, but, hopefully before the show ends, I will be able to get Mark Hamill back into the Star Wars franchise. It will be in a way that is unexpected.

...the look of the show

Joel Aron (CG and lighting supervisor): We don't light it like animation. Dave Filoni said to me many years ago, "Get it like Frank Miller; get it very graphic, do something different." Then George came in and had us push it even further. Because of that, I've tried to push it even more. The Star Wars films are an influence, but other movies are, too. I'll see Drive and then I have to use that look.

We see Anakin's bedroom in Season Five, and I wanted it to be like Elliott's room from E.T. because Anakin's room should have the feeling of a little boy's room.

We used some of the Mustafar matte paintings from *Revenge of the Sith*, but we retained that animated edge because George Lucas was very clear with that early on. The shapes have to be hard; the

...how the fate of these characters resonates with a new audience

Filoni: All these kids that watch *The Clone Wars* know Anakin Skywalker really well. When I was a kid and I watched *A New Hope*, I had no clue. So when Obi-Wan says, "Vader betrayed and murdered your father," I said, "Oh, wow. That sucks for Luke."

But if you play *A New Hope* for kids now, they're watching our show, and that's how they find out that their hero Anakin Skywalker dies—it's that Darth Vader kills him.

paintwork always has to look like it's been raked with a fork. Sometimes, when I go through the still frames, I forget which one was a lighting concept and which one was an actual rendering. That's what we really wanted to achieve.

...what the show means

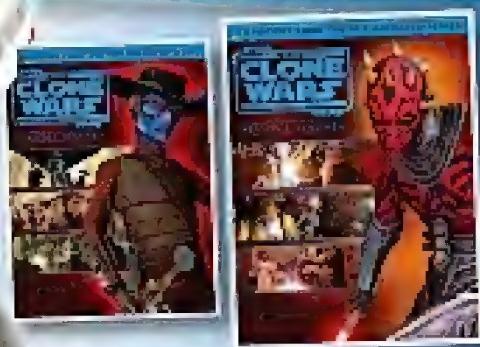
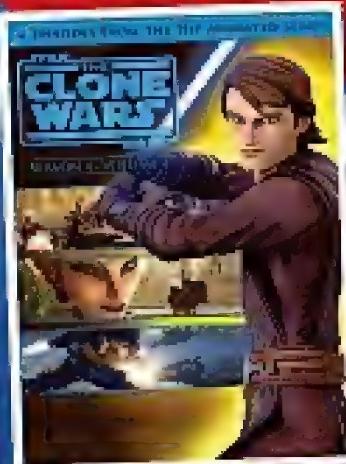
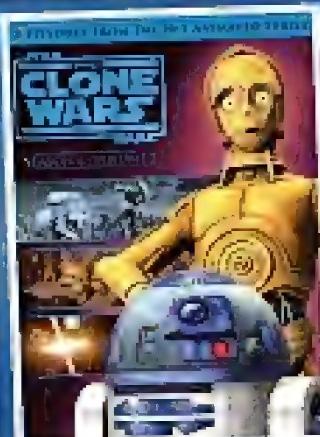
Filoni: You think of *A New Hope* and Obi-Wan saying, "For over a thousand generations, the Jedi Knights were the keepers of peace and justice in the universe." I think of that quote and I hear Alec Guinness. Then I look at our show and see these Jedi Knights, these guardians of peace and justice. I never would have imagined when I was a boy that I would be privileged to be a part of telling that story and working with George Lucas. That's when it connects for me. That's when I know that I'm playing with heroes who are giants and villains who are treacherous. We're continuing a storytelling tradition that goes far beyond our show. That's when you connect to what George was doing in *A New Hope*, and that's when you connect to what Joseph Campbell (author of *The Hero with a Thousand Faces*) always talked about.



THE CLONE WARS GOES INTERNATIONAL

Star Wars: The Clone

Wars Season Four comes out on October 23 on Blu-ray and DVD. In some territories outside of North America, *The Clone Wars* seasons are released as single-disc multi-volume sets. Here is a look at the covers of a six-volume collection—timing of release and the number of discs varies by territory. Ask your local retailer to be sure.



...George Lucas' retirement

Dave Filoni: To us, his retirement means that he has more free time to come and watch the show! I always tell him that I don't believe he is going to retire. When he stops showing up, then I'll believe him.

But he's taught me to make all these decisions without him. He told me when we started that one of the reasons that I'm here is to make sure that when he's not around, things go the way he wants. And so I think it's a compliment to myself, my crew, and to the different divisions of Lucasfilm. He feels confident in all of us to say that he can retire. He's done a great thing for us as a company by bringing in Kathleen Kennedy to take over the reins.



...the future of the show

Filoni: I've always said that we'll keep making the show as long as people are watching. Because of the demands of our production schedule to deliver this high-quality product, we work very far in advance. We have all of Season Five finished, and we've been working on the scripts and designs for a sixth season.

EXPANDED

Star Wars: The Clone Wars can be seen every Saturday morning at 9:30am on the Cartoon Network!

In addition to new episodes, the series' first two seasons are now airing in domestic syndication in the U.S., broadcast in chronological order for the first time. Now, *Star Wars: The Clone Wars* will be available to a whole new audience, as well as thrilling us all over again!

UNIVERSE

STAR WARS AWARDS

INSIDER

THE RESULTS!



WELCOME TO THE FIRST EVER *STAR WARS INSIDER* AWARDS! OVER THE SUMMER, WE ASKED YOU TO VOTE FOR YOUR FAVORITE PARTS OF THE *STAR WARS* GALAXY—FROM *STAR WARS: THE CLONE WARS* TO THE COLLECTIBLES TO THE MOVIES. WE RECEIVED A TREMENDOUS RESPONSE—SO, THANKS TO EVERYBODY WHO TOOK THE TIME TO VOTE, AND WITHOUT FURTHER ADO, HERE ARE THE BIG WINNERS OF THIS YEAR'S *INSIDER* AWARDS!



FAVORITE VILLAIN FROM A STAR WARS MOVIE

Well, this one was something of a foregone conclusion, how could cinema's greatest bad guy not win?

2. BOBA FETT (18.2%)

3. DARTH MAUL (15.1%)

4. PALPATINE/DARTH SIDIOUS (11.2%)

5. GENERAL GRIEVOUS (7.6%)



FAVORITE HERO FROM A STAR WARS MOVIE



Jedi, princesses, scoundrels, Wookiees, and repentant Sith Lords—heroes come in many forms in the Star Wars galaxy. You voted for a hero who died midway through the movie featuring his first appearance (but then appeared in every movie since). The Force is most certainly with him!



2. HAN SOLO (18.8%)



3. LUKE SKYWALKER (16.2%)



4. YODA (11.7%)



5. ANAKIN SKYWALKER (10.3%)

FAVORITE EVER STAR WARS MOMENT



Star Wars is packed with great, unforgettable moments. To choose one is a near impossibility and readers picked a wide variety of scenes. Everybody is a fan of something, but the winner was a pivotal scene comprised of five little words forming the most climactic moment in the saga.



2. PODRACER (24.4%)



3. OBI-WAN AND QUI-GON VS DARTH MAUL (15.7%)



4. ATTACK ON THE DEATH STAR (EPISODE IV) (13.9%)



5. DEATH OF THE EMPEROR (13.6%)



There were some big surprises in your choice for most popular Star Wars movie. *Revenge of the Sith* proved to be the most popular of the prequels and leapt ahead of two original trilogy films. But you voted overwhelmingly for a movie that's over 30 years old. You still have love for *The Empire!*



FAVORITE EPISODE OF STAR WARS: THE CLONE WARS SEASON FOUR BATTLE LINES (2011–2012)



Star Wars: The Clone Wars, fourth season upped the stakes, delivering epic stories (such as the Mon Calamari and Umbaran arcs), quirky droid adventures ("Nomad Droids"), and lots and lots of bounty hunters. But the most popular episode was the finale that cemented Darth Maul's return to the Star Wars universe.



FAVORITE NOVEL (2011/2012)

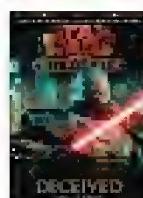
It's been another big year for Star Wars books, with blockbuster series rewarding loyal readers and standalone tales proving to be reliable page-turners. Although Timothy Zahn's special edition of his classic novel *Heir to the Empire* was as popular as ever, your favorite title this year was James Luceno's much-anticipated tale of darkness, *Darth Plagueis*, which weaved its way into the original saga, changing our perceptions of Star Wars forever.



1. *HEIR TO THE EMPIRE ANNIVERSARY EDITION*
BY TIMOTHY ZAHN (10.5%)



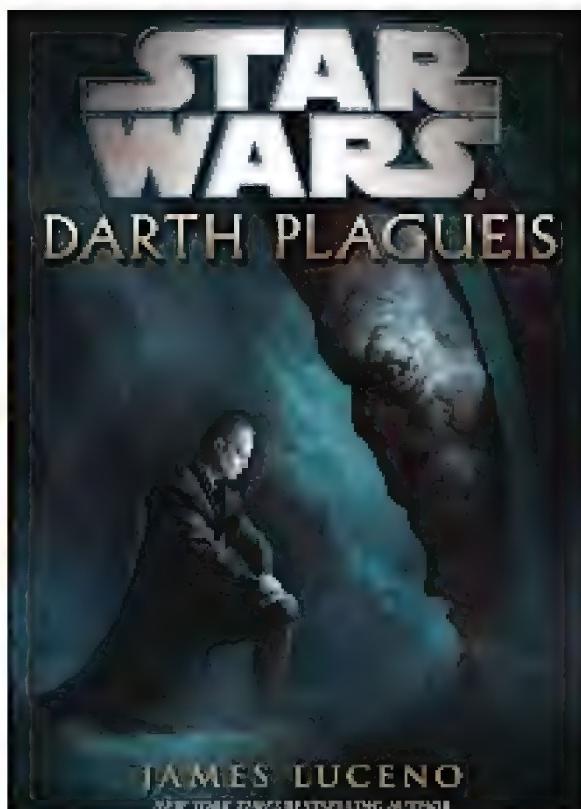
2. *FATE OF THE JEDI SERIES* BY TROY DENNING,
CHRISTIE GOLDEN, AND AARON ALLSTON (3.5%)



3. *THE OLD REPUBLIC SERIES*
BY PAUL S. KEMP, DREW KARPYSYHN (0.2%)



4. *CHOICES OF ONE* BY TIMOTHY ZAHN (9.0%)



JAMES LUCENO
NEW YORK TIMES #1 BESTSELLING AUTHOR

FAVORITE NON-FICTION BOOK (2011/2012)

This past year has brought something for everyone, from in-depth details on the making of the Star Wars movies in *Star Wars: The Blueprints*, to a fun and innovative in-universe look at an iconic ship with the *Millennium Falcon* owner's guide. The winner, however, is a great little reference book (we even use it for this magazine!) detailing over 200 amazing characters of the Star Wars saga!



1. *STAR WARS: THE ESSENTIAL GUIDE TO WARFARE* BY JASON FRY (15.0%)



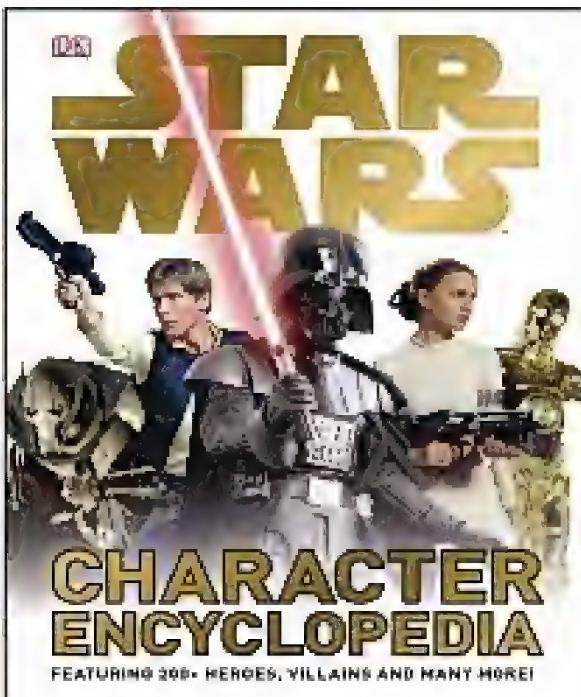
3. *THE JEDI PATH: A MANUAL FOR STUDENTS OF THE FORCE* BY DANIEL WALLACE (15.0%)



4. *MILLENNIUM FALCON A 3-D OWNER'S GUIDE* BY RYDER WINDHAM (5.0%)



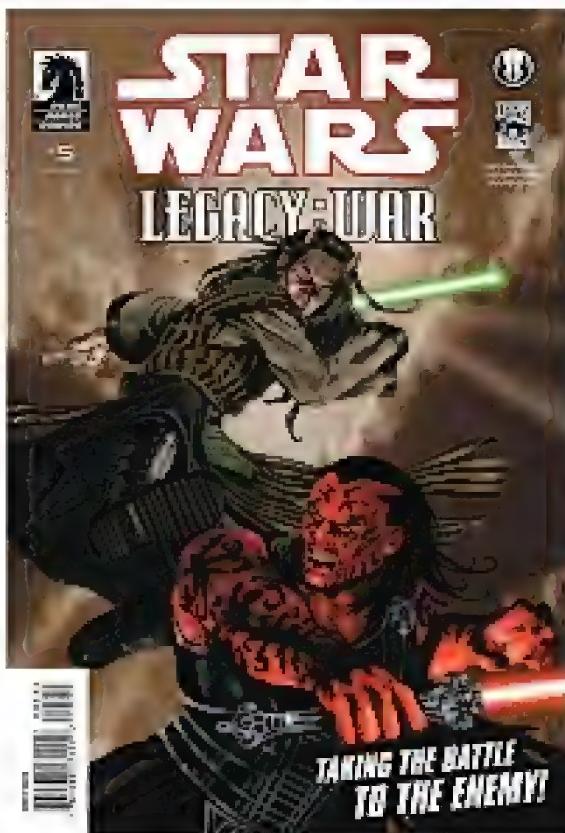
5. *STAR WARS: THE BLUEPRINTS*,
BY J. W. RINZLER (5.5%)



CHARACTER
ENCYCLOPEDIA

FEATURING 200+ HEROES, VILLAINS AND MANY MORE!

FAVORITE COMIC BOOK STORYLINE (2011/2012)

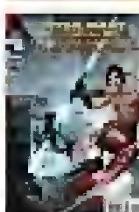


With fantastic art, game-changing storylines, and strong characterization, Dark Horse Comics have gone from strength to strength over the course of the last year. For a while, it looked like the bounty hunters' tale, Blood Ties was going to emerge victorious, until there was a late surge in favor of *Star Wars: Legacy*.

2. STAR WARS BLOOD TIES: A TALE OF JANGO AND BOBA FETT BY TOM TAYLOR



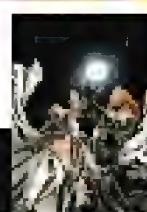
3. STAR WARS KNIGHTS OF THE OLD REPUBLIC - WAR BY JOHN JACKSON MILLER (08.4%)



4. STAR WARS: THE OLD REPUBLIC BY ALEXANDER FREED (12.5%)



5. STAR WARS DAWN OF THE JEDI BY JOHN OSTRANDER (13.9%)



FAVORITE COLLECTIBLE (2011/2012)



Great collectibles are almost as much a part of the Star Wars experience as the movies themselves. Any given issue of Insider features fantastic goodies that could easily feature in the top five. There can be only one winner, however, and you declared your love for Hasbro's beautifully crafted Vintage Collection.

2. EFX LUKE SKYWALKER REVEAL LIGHTSABER (21.5%)



3. LEGO STAR WARS ADVENT CALENDAR (20.7%)



4. SIDESHOW DARTH MAUL WITH MECHANICAL LEGS (12.1%)



5. GENTLE GIANT (10.5%)



OUTSTANDING CONTRIBUTION TO STAR WARS

GEORGE LUCAS

CREATOR OF STAR WARS



The first award for Outstanding Contribution to the Star Wars saga goes to the man who has entranced us all for 35 years: George Lucas!

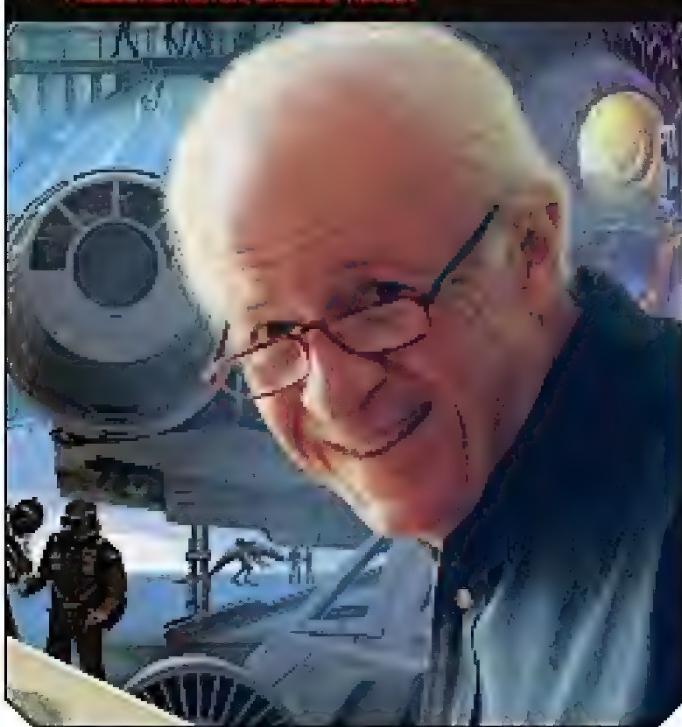
It's a horrible thought, but without his tireless work, we wouldn't have six blockbuster movies, a groundbreaking publishing program, a hit animated TV series, LucasArts, Industrial Light & Magic, Skywalker Sound, and so much more.

It's fair to say that he has earned his retirement, but he will be much missed.

OUTSTANDING CONTRIBUTION TO STAR WARS

RALPH MCQUARRIE

PRODUCTION ARTIST, ORIGINAL TRILOGY



The Star Wars universe might have looked very different had Ralph McQuarrie not been enlisted by George Lucas to realize the look for his difficult-to-pitch space epic. Darth Vader, the stormtroopers, and the droids all got their distinct looks from Ralph's amazing illustrations. That's just the tip of the iceberg of this amazing man's special talent.

Although Ralph sadly passed away earlier this year, both he and his outstanding contribution to the saga will never be forgotten.

DAVE FILONI

SUPERVISING DIRECTOR, STAR WARS: THE CLONE WARS



Keeping the flame alive is not always an easy thing to do, but Dave Filoni, supervising director of *Star Wars: The Clone Wars*, has done so with style.

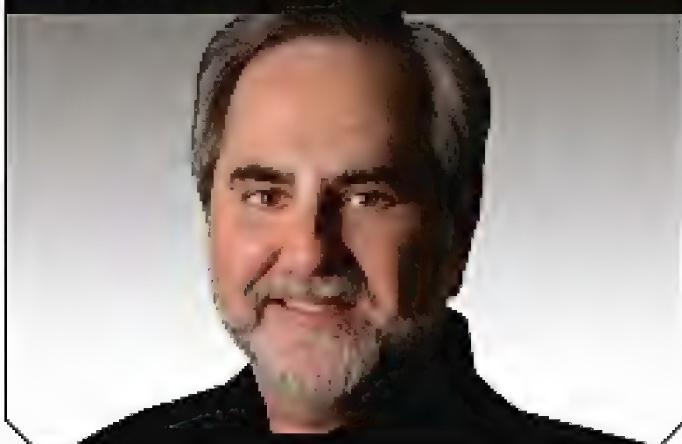
Introducing *Star Wars* to a new, young audience while at the same time making long-time fans happy is no mean feat, but Filoni has succeeded in helping to make a show that has appealed to all.

With challenging, game-changing storylines mixed with fun, whimsical storytelling, it's a show that has matured and improved with every unmissable season.

Added to this, Filoni has always been an active and enthusiastic presence in fandom, and is always happy to hear fans' views and opinions on the show. Long may his tenure continue.

STAR WARS INSIDER ICON AWARD

STEVE SANSWEET



Now President and CEO of Rancho Obi-Wan, Inc., a non-profit corporation, Steve Sansweet has used his astonishing collection of *Star Wars* memorabilia to educate and inspire. The former Director of Content Management and Head of Fan Relations at Lucasfilm, Sansweet's collection of *Star Wars* memorabilia is housed in a nearly 9,000-square-foot museum.

Steve has written or co-authored 14 *Star Wars* books, including *The Star Wars Vault*, *The Complete Star Wars Encyclopedia* and *Star Wars: 1,000 Collectibles—Memorabilia and Stories from a Galaxy Far, Far Away*. His latest book is *Star Wars: The Ultimate Action Figure Collection*.

In 1999, he played an integral role in the launching of *Star Wars Celebrations*, the official fan conventions that attract tens of thousands of enthusiasts from around the globe. In this capacity, he has served as stage host and panelist, and even officiated at commitment ceremonies for fans expressing their love through *Star Wars*.

ROGUES GALLERY



THE LAST

THE JEDI OF REVENGE OF THE SITH.
BY LELAND Y. CHEE



1: SHADDAY POTKIN

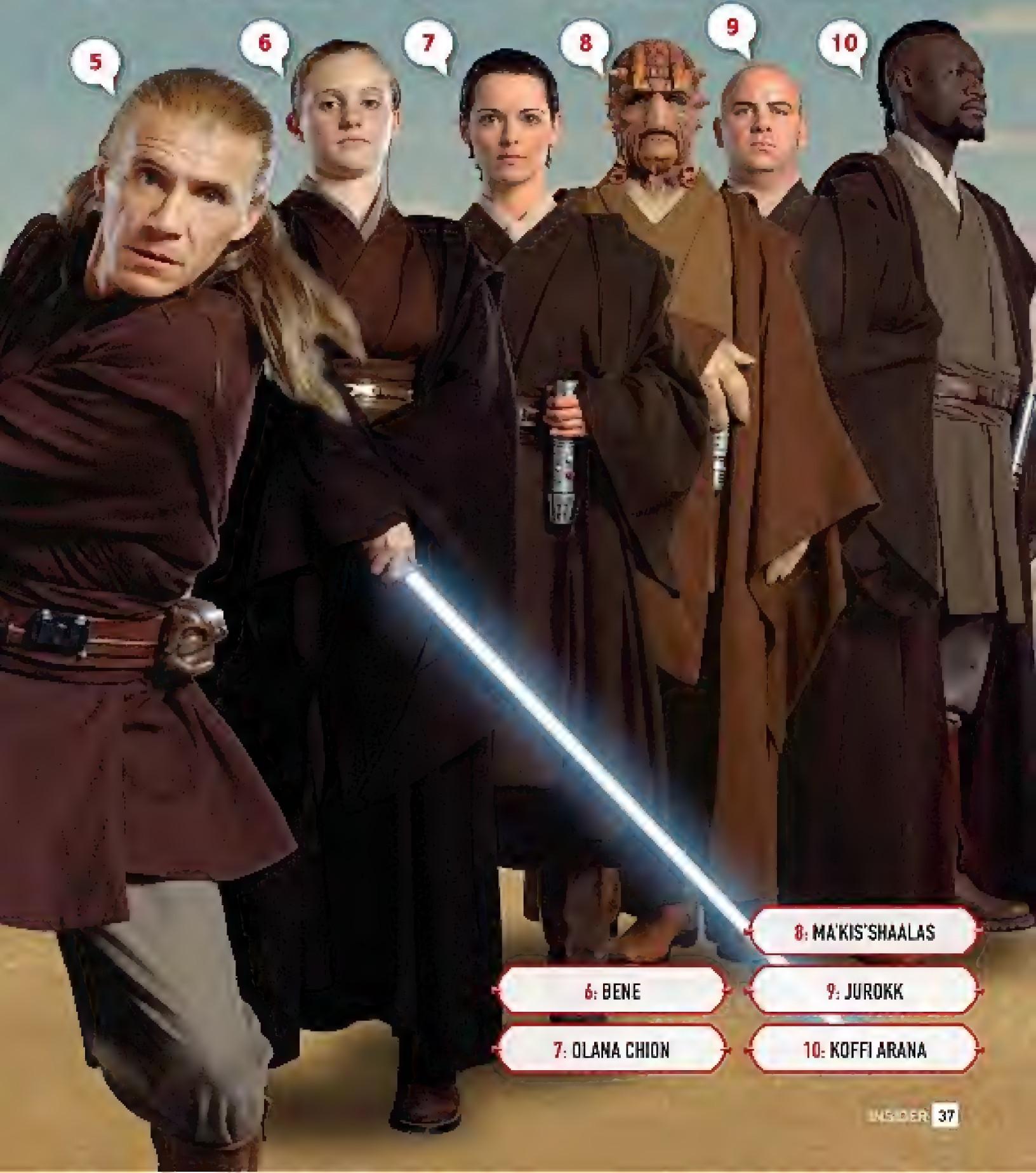
2: WHIE MALREAU

3: MELIK GALERHA

4: JOOPI SHÉ

5: CIN DRALLIG

STAND OF THE JEDI!



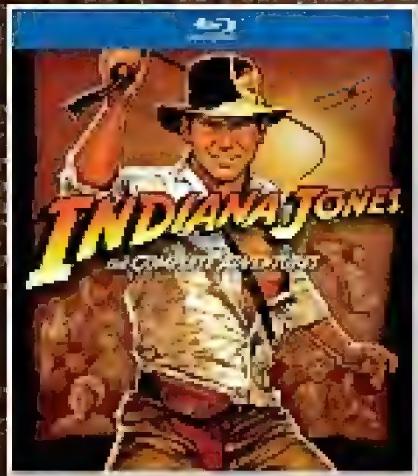
5: MA'KIS'SHAALAS

6: BENE

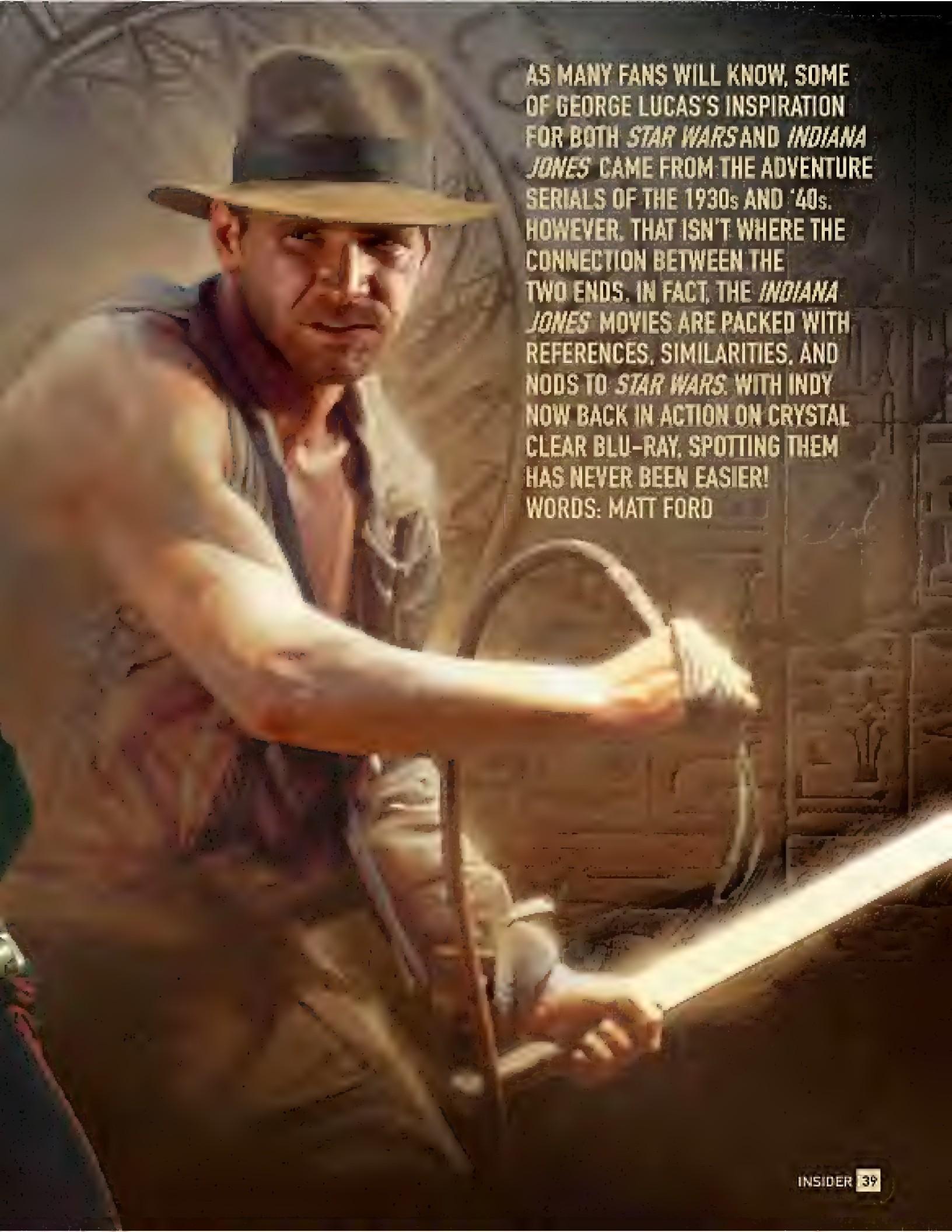
9: JUROKK

7: OLANA CHION

10: KOFFI ARANA



SMALL WORLD, DR. JONES



AS MANY FANS WILL KNOW, SOME OF GEORGE LUCAS'S INSPIRATION FOR BOTH *STAR WARS* AND *INDIANA JONES* CAME FROM THE ADVENTURE SERIALS OF THE 1930s AND '40s. HOWEVER, THAT ISN'T WHERE THE CONNECTION BETWEEN THE TWO ENDS. IN FACT, THE *INDIANA JONES* MOVIES ARE PACKED WITH REFERENCES, SIMILARITIES, AND NODS TO *STAR WARS*. WITH INDY NOW BACK IN ACTION ON CRYSTAL CLEAR BLU-RAY, SPOTTING THEM HAS NEVER BEEN EASIER!

WORDS: MATT FORD

RAIDERS of the LOST ARK



IN PLANE SIGHT

Indy's bi-plane markings in the opening sequence—as Indy flees the Hovitos tribe—are an early nod to *Star Wars*. The plane's serial number is 'DB-CPO', and as the pilot fires the engine, the plane churns out the familiar sound of the Millennium Falcon's tailing hyperdrive.

Ben Burtt, sound designer for *Star Wars* and *Indiana Jones*, says, "There are many connections in sounds between *Star Wars* and *Indy* because I have many favorite sound components that I can't help but use in both series. I haven't made any deliberate connections as an homage, however; events are only coincidental. The same bi-plane inertia starter was used for both an element in the Falcon's hyperdrive and the start of the *Raiders*' engine. The sound is actually a 1929 WACO bi-plane starting so the sound in *Raiders* is very authentic for the start of that type of period plane."



INDY'S ORIGINS

Though George Lucas had toyed with the idea of Indy for years, the character's true birth came in the wake of *Star Wars'* box office success. During *Star Wars'* theatrical release, Lucas and Steven Spielberg went on holiday in Hawaii, where Steven expressed an interest in directing a James Bond film. George pitched his idea and the pair made a pact. Originally Indiana Smith, the character's first name was in honor of Lucas's pet dog, a large Alaskan Malamute (right, with his owner)—the very same dog that inspired Chewbacca.



CENTER TO THE UNIVERSE

For the scenes set in Egypt, the *Raiders* cast and crew headed to Tunisia, which had previously doubled for Tatooine in *A New Hope*. For the moment when Indy threatens to destroy the Ark with a bazooka, *Raiders* even used 'Star Wars Canyon,' the exact location where the Jawas capture R2-D2 in *A New Hope*. That wasn't the only location used for both *Indiana Jones* and *Star Wars*, as *Raiders* also saw Lucas return to the U.K.'s Elstree Studios. "I assumed we would go to Pinewood," said Steven Spielberg. "But George has a good luck theory about the *Star Wars* films having been shot at Elstree."



STAR SPOTTING

There are small appearances from actors William Hoekins Lebovitz and Michael Sheard, otherwise known as fan-favorites Jek Perkins and Admiral Ozzel. In *Raiders*, Hoekins plays a government agent, Major Eaton, and Sheard takes the small role of the Nazi U-boat captain. Sheard would also return for *The Last Crusade*, this time as Adolf Hitler!

LOOKING FOR DROIDS

The hieroglyphics inside the Wall of Souls contain a big surprise for *Star Wars* fans watching: the unmistakable images of C-3PO and R2-D2. The famous droids are clearly seen as Indy discovers the Ark of the Covenant for the first time, prompting the question—did they visit Earth thousands of years earlier? Or is it simply production designer Norman Reynolds' and director Steven Spielberg's idea of a particularly sly in-joke? Answer: It was an in-joke aimed at George Lucas.



INDIANA JONES and the TEMPLE OF DOOM

BACK TO THE PAST

Set in 1935—one year before the events of *Raiders*—*Temple of Doom* is technically a prequel, showing George's interest in unconventional timelines 15 years before *The Phantom Menace* hit theaters. It's also much darker in tone than *Raiders*, and was intended by Lucas to follow the "sino-wave" of *The Empire Strikes Back*, itself much darker than its predecessor.



JEDI KNIGHT CLUB

Taking its lead from *Raiders*, *Temple of Doom* continues with visual references to *Star Wars*. The opening action sequence—a tradition in the original trilogy—takes place in the clearly Jedi-influenced Shanghai nightspot, Club Obi Wan.



SOUNDS FAMILIAR

In *Temple of Doom*, the *Millennium Falcon*'s hyperdrive is once again used for an airplane engine, and the sizzle of a "Mae West" jacket inflating was used for both a lightsaber ignition as well as the fire ignition when the native is incinerated in the sacrificial cage.

DOUBLE TROUBLE

Due to serious back problems, Harrison Ford was forced to return to the U.S. for medical treatment during filming. Rather than stop production, Steven Spielberg continued to film the mine escape and subsequent mine car chase with stuntman Vic Armstrong playing Indy. Armstrong also doubled for Ford on *Return of the Jedi* for the scene in which the Ewoks tie Han to a stake.



"HE CERTAINLY HAS COURAGE"

Temple of Doom shares other similar moments with *Star Wars*: Indy chases one villainous Thuggee into the path of hundreds more, who chase him back in the direction he came. The gag mirrors a scene in *Star Wars*, in which the same thing happens to Han Solo as he chases stormtroopers through the Death Star, only to find himself seriously outnumbered!



"THEY'RE DYING, ARTOO!"

The scene in which Indy and Short Round are almost crushed to death in the spike chamber recalls the trash compactor from *A New Hope*—both pay homage to the cliffhanger-style action scenes from the adventure serials.



INDY SHOOTS FIRST!

Who shot first, Han or Greedo? It's a point of constant debate amongst fans. But when it comes to Indy, there's no such confusion: Dr. Jones can be even more ruthless than space pirates and bounty hunters. In one of *Raiders'* best visual jokes, Indy finds himself one-on-one with a master swordsman whom he promptly shoots without hesitation. It seems Indy is far less concerned with gentlemanly conduct during confrontation than Han, who at least waits for Greedo to fire the first shot (or does he?). In a repetition of the gag, Indy tries the trick again in *Temple of Doom*—when faced with two swordsmen—but the joke's on him, as he realizes he has no gun in his holster!



INDIANA JONES and the LAST CRUSADE

ROGUES GALLERY

For Indy's third outing, British actor Julian Glover plays bad-guy, Walter Donovan. Glover will be instantly recognizable to Star Wars fans as another villain—General Veers, the AT-AT commander from the Battle of Hoth in *The Empire Strikes Back*.



NAME THAT TUNE!

Listen carefully! We're fairly sure the piano music playing in the dinner party when Donovan makes his entrance into the movie, is none other than the "Imperial March"!



SCREAM AND SCREAM AGAIN

The "Wilhelm Scream" was first used in 1951's *Distant Drums* and is one of sound designer Ben Burtt's favorite in-jokes. Having worked on both sagas, Burtt uses the scream at least once in each of the *Star Wars* and *Indiana Jones* movies, mostly during action sequences—listen carefully when a henchman, Nazi soldier or stormtrooper is dispatched. The effect can also be heard in other movies which were sound designed by Burtt (or some of his colleagues), such as *Howard the Duck* and *Willow*.

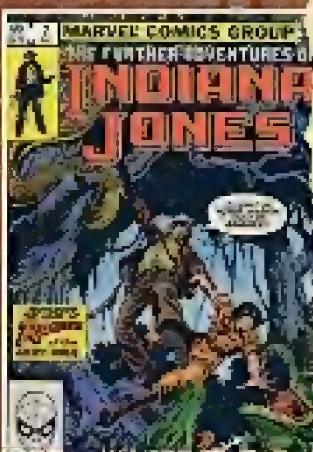
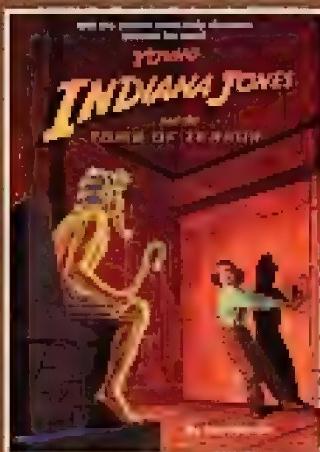


THE GREAT UNKNOWN

However unlikely, the thought of Han and Indy fighting side-by-side is a fan's dream come true. The closest they've ever come is an eerie story from the comic—"Into the Great Unknown," written by W. Haden Blackman. The story—the title is taken from Indy sidekick Wu Han's last words in *Temple of Doom*—sees the Millennium Falcon lose its way in hyperspace and crash land on a mysterious planet (which Han comments, "Looks just like Endor"). When Han and Chewie head out to find the nearest settlement, a local tribe attacks them and kills Han. Over a century later, Indy and Short Round stumble across the wreckage whilst hunting for sasquatch footprints. Climbing aboard, they discover Han's skeleton and quickly leave. "It's all somehow familiar," says Indy, suggesting our galaxies may not be that far away after all.

THE TWO FACES OF HARRISON FORD

The most obvious connection between the *Star Wars* and *Indiana Jones* movies is leading man Harrison Ford. Though George was reluctant to cast him after working together on *American Graffiti* and *Star Wars*, Harrison was the perfect choice for Indy, just as he had been for Han Solo—little surprise, considering how alike the two characters actually are (and not just their faces). Though separated by galaxies far, far away, Indy and Han play strikingly similar roles in their respective worlds: both are tenacious adventurers, quick-witted, and resourceful when hopelessly outnumbered. They are also prone to making numerous enemies at once. Whilst Indy crosses the Nazis and rival relic hunters, Han falls foul of the Empire, various bounty hunters, and Jabba the Hutt. Both start out as anti-heroes; Indy has a brutal side, initially obsessed with "fortune and glory" until his experience in the mines of Pankot, while Han is equally adept at surviving in the unforgiving universe.



EXPANDED UNIVERSE

Much like *Star Wars*, the *Indiana Jones* movies are just one part of a much larger story, as the character boasts his own "Expanded Universe" in the forms of books, comics, and even a TV series. After the theatrical release of *Raiders*, Indy was licensed to Marvel Comics, which produced an adaptation of the movie and a series of original stories, just as it had done with *Star Wars* years earlier. Indy continued to follow in the footsteps of our *Star Wars* heroes by next appearing in his own Dark Horse comic series, first published in 1992 and set after the events of *The Last Crusade*. Indy also featured in two series of novels—one also set after *The Last Crusade* and the other set in the 1920s—not to mention the popular TV series *The Young Indiana Jones Chronicles* and two youth novels from Scholastic.

INDIANA JONES and the KINGDOM OF THE CRYSTAL SKULL



UNIVERSAL LANGUAGE

Indy tells Mutt how he learned to speak the South-American language Quechua when riding with Pancho Villa. Quechua also forms the basis of numerous languages, as created by Ben Burtt, from the *Star Wars* universe, including those spoken by Jabba the Hutt, Greedo, and Sebulba.



DON'T QUOTE ME

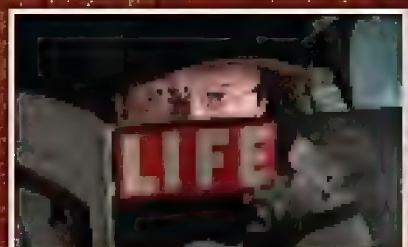
In true *Star Wars* tradition, Indy says the famous line, "I have a bad feeling about this." Harrison Ford had used the phrase whilst playing Han Solo in both *A New*

Hope and *Return of the Jedi*. Luke, Leia, Obi-Wan, Anakin, and C-3PO also use it during the movies.

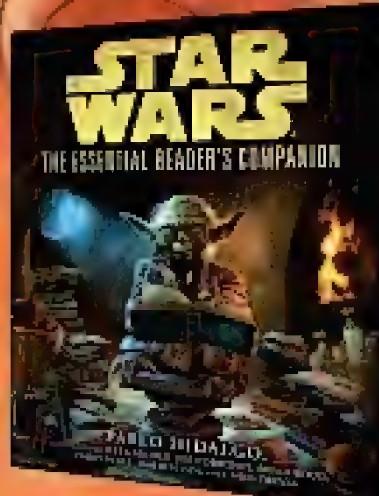


CREW CAMEOS

Fans will know that many of the film crew returned with George Lucas for the movies—such as producer Robert Watts, production designer Norman Reynolds, and first assistant director, the late Dave Tomblin—but they may not know that some crew members appeared in the *Indy* movies. Visual effects supervisor Dennis Muren—who worked on all but one of the *Star Wars* movies—cameos as a Nazi spy in *Raiders*, and Lucas himself features in the background of the airport scene in *Temple of Doom*!



GUIDE TO THE GALAXY!



PABLO HIDALGO'S HOTLY ANTICIPATED NEW BOOK, *STAR WARS: THE ESSENTIAL READER'S COMPANION* IS DESTINED TO MAKE THE *STAR WARS* GALAXY A LITTLE EASIER TO EXPLORE. INSIDERS SAT DOWN WITH HIM TO LOOK AT THE MAKING OF THE BOOK. INTERVIEW BY JONATHAN WILKINS



Boba Fett is slowly digested in the stomach of the Krubo. Art by Jeff Carlisle.

Star Wars Insider: What was the genesis of this project?
Pablo Hidalgo: It had been discussed as a book as part of the Essential Guide library long before my involvement. I think it was internally called the Official Guide to Fiction, and when I heard [Lucas Licensing director of publishing] Carol Roeder describing the book a few years ago, I said I'd like to be involved. It wasn't until two years ago that it became more formal. Where the germ of the idea came from, I'm not certain, but before the book was ever formally planned, I wanted to be associated with it.

So you volunteered yourself and got the job?
I think so! I mean, there are a number of authors they go to because they've established themselves as experts on the Expanded Universe, like Dan Wallace and Jason Fry. This book came up and I thought, I want to get in on this, also because I knew it would be different from the other Essential Guides. It would be a nonfiction book, whereas the others are presented as books written inside the Star Wars universe, and this one would be written in our universe about Star Wars publishing.

Why do you think Star Wars works so well in prose when it's a series so renowned for its visuals?

I think because in reading Star Wars through prose, it's up to the reader to supply the visuals through imagination. I think those who are most able to connect with the books are the ones with the most vivid imaginations, where they're able to supply the mental visuals on a par with what's seen on the screen. I have visuals in my mind from the first Star Wars novels I read as a kid that are as indelibly ingrained in my mind as the visuals from the films.

How did you go about writing each entry?

We tried to break down each book into a unit, and we figured out—Erich [Schoeneweiss, Del Rey editor] and I—that individual novels should be about 500 to 1,000 words per entry. Then we discovered there are some books that are impossible to summarize in under 1,000 words—you might as well just write the cover-flap copy. I wanted to make sure each summary was distinctive and served as a proper summary. We quickly realized it was hard to standardize a novel entry. We accepted that the entries needed to be as long as they needed to be.

The main indication of the size of the book was how many sources we were trying to catalogue. We knew the novels were going to be the backbone, but we decided short stories should be included



Darth Plagueis battles assassins as the secret gathering of the Order of the Canted Circle is ambushed. Art by Chris Scalf

"REALLY LATE IN THE GAME WE WERE DISCOVERING SHORT STORIES WE'D OVERLOOKED!"

as well, which meant digging into some obscure short story sources. Because of the popularity and quality of the Jude Watson young readers' stuff, we wanted to allow for those, too. It quickly became more effective to decide what wasn't going to be in here, so on my first pass of chapter one I took a stab at including comic book content, and it ended up being so huge it was unfeasible. We scaled comics out and decided not to include really young reader stuff. Then there are books that had variable storylines—the "choose your adventure" books—we decided not to have those because then we'd have to arbitrarily decide what the true story is. That's how we established

what's in, but there were still discoveries to be made. Really late in the game, we were discovering short stories we'd overlooked and said, "We should include this as well!"

Is there a fear that you might have missed a story?

We tried to be as thorough as possible and I'm sure there's some obscure source that fell by the wayside. If something was left out, that's on us, but we captured all we could. The book itself is complete to the end of 2012, and we already know there's at least one short story we didn't get because it wasn't finished yet—Timothy Zahn's eBook story *Winner Lose All*. That's



Team Falcon! Han Solo, Chewbacca,
Blue Max, and Bottus ready for adventure.
Art by Chris Trevas

one 2012 project that didn't make the book, so we know that at some point the book will have to undergo updating because the universe keeps expanding.

What surprised you most about the project?

What's surprising is the number of works that appear within certain eras. The original trilogy era is actually pretty under-represented as far as prose text goes. There are a lot of comics that fit into that era, but novels about Luke, Han, and Leia—there haven't been as many as people might assume. There was a time when the thought was, "You can't do that; They're too busy." But if you look at the adjacent eras, that argument doesn't hold. They're just as busy in the New Republic era, but there are plenty of books there. I think there's just as much opportunity for novels set during the original trilogy era, and I think that era can support more storytelling.

There's a sense with the books and the comics of trying to bring in new readers. What part does this book play in that? It can be seen as a way of encapsulating what could otherwise be a very hard concept to grasp, which is "How many books are there and what do I read next?" The idea of the *Essential Reader's Companion* to a new reader is a way of making that information easier to browse. A new reader has all sorts of resources to look through on the Internet, but it can be overwhelming because there are so many different recommendations and so many books.

Were you surprised at how the continuity holds up?

The interesting thing is, as a nonfiction book, the *Reader's Companion* is upfront about the fact that this is a continuity that was built over time, non-chronologically, by multiple authors with multiple points of view, though overseen by Lucas Licensing. When things don't line up, I'll call it out as a means of explaining things to a new reader who may have questions. But the number of times I had to do that was pretty small.

I think continuity is an interesting exercise in creative and collaborative storytelling. When things don't line up, it's as interesting as when they do line up, because it says something about the process and about the remarkable storytelling taking place. I have an extensive sidebar on how Darth Bane re-established the Sith Order—that was a story cobbled together from different pieces over time that managed to fit a hole in continuity. It evolved to fit the storytelling need, which I found really fascinating.



"*STAR WARS NOT ONLY INSTILLED AN INTEREST IN READING, BUT ALSO HELPED WITH MY VOCABULARY AT THE TIME.*"

MY FIRST STAR WARS BOOK!

PABLO TURNS BACK THE PAGES AND GOES BACK TO THE BEGINNING...

Aside from the novelization of *Star Wars*, my first Star Wars book would probably have been *Han Solo at Stars' End* by Brian Daley. Both these books would be classified as adult fiction, but I was really young at the time—four or five years old—and I would not have been able to make heads or tails out of a lot of the words in those books. Still, the idea of it being Star Wars and a way to continue the Star Wars experience beyond the movie is what led me to continue to read them over and over again. I think it not only instilled an interest in reading, but also helped with my vocabulary at the time. I still remember Alan Dean Foster's novelization of *Star Wars* introducing words like "recalcitrant" into my vocabulary; I was a kid who knew what recalcitrant meant because he used it as a descriptor in his book.

"The comics were a big part of my life as well, as a kid. It's so easy to take for granted now how many outlets of storytelling that you have, but in the 70s, apart from going to the movie again—because luckily it was still playing in theatres—you had to go to what was available. At that time it was the Marvel comic and whatever Random House storybook might be out at the time, and the handful of novels that were published."



Luke Skywalker defends himself as Dathomirian
warrior Teneniel Djo strikes! Art by Darren Tan.

Are you pleased by the art in the book?
It's fantastic. I don't want to play favorites—every piece was spectacular—but I was really happy with Darren Tan's work: He nailed the emotion, action and expressiveness. Chris Trevas is kind of the go-to *Essential Guide* artist and he totally delivers. Jeff Carlisle is new to this, but his stuff is great: Dynamic, vivid, and colorful. Chris Scall had already done fully painted comic books for Dark Horse, and he brings that great texture to it as well. Joe Corroney came in at the end, and his stuff also has more of a comic book dynamic, which is great because some of the stories really benefit from being expressed that way.

How was it decided which pieces would be illustrated?

I did a lot of first-pass suggesting. I also want to mention Brian Rood—Brian's portraits are great at putting faces to characters who hadn't been depicted otherwise. Writing the manuscript, we knew there'd be spots for potential art, so I'd write out illustration suggestions, and Erich would make suggestions. I was more reactive to the individual books, like "Let's do this scene!", whereas Erich would look at it as a whole and say, "You know what: We have a lot of combat scenes already. How about rather than a combat scene, we do the Solo/Skywalker family dinner from *Legacy of the Force*?" Together, I think we were able to balance the type of illustrations that were done.

Some of the illustrations depict scenes from the movies, despite the book dealing with the Expanded Universe.
The novelizations of the films are included, so we thought we needed to have those represented in the illustrations as well. Erich's first idea was, because the novels came out in anticipation of the release of the movies, to have almost conceptual versions of the characters.

For instance, in *The Empire Strikes Back* novelization, Yoda is described as having blue skin because it's based on early concept art as opposed to the final puppet, but the novelist—Donald F. Glut—didn't know that, so he described Yoda in a certain way. I wasn't too comfortable with the idea, because I thought all the other illustrations were going to be taken by the readers as somewhat literal representations of what happened in the story, so I thought the adaptation novels should fit in the same kind of literalness. Instead, we would take a scene from the movie and go a few beats beyond what's seen but is understood to have happened.



Senator Bail Organa helps Obi-Wan Kenobi across the surface of Zigolla. Art by Chris Trevas



Left: Rahm Kota and Ben Ohur by Brian Rood

"I HOPE THE EXISTENCE OF THIS BOOK WILL PROMPT A NEW EDITION OF THE COMICS COMPANION."

Is there any likelihood of doing a future edition including the comics?

What I'm hoping is that this book works well in conjunction with the *Star Wars: The Comics Companion* book that Ryder Windham and Dan Wallace wrote for Dark Horse. I hope the existence of this book will prompt a new edition of the *Comics Companion*, so the two books can work hand-in-hand.

The bottom line is that to try and encapsulate both comics and prose requires much more room than a single

book, so if the two could co-exist on parallel paths, that'd be great! ☺

EXPANDED

Star Wars: The Essential Reader's Companion is out now!
Follow Pablo at his blog
[at www.starwars.com](http://www.starwars.com) and on Twitter
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UNIVERSE



Dinner with the Solos and the Skywalkers from *Legacy of the Force*. Art by Chris Scalf

EXCLUSIVE FICTION

THE LAST BATTLE OF COLONEL JACE MALCOM

BY ALEXANDER FREED
ART BY DAVID RABBITTE



T-MINUS SEVEN HOURS

The dying man's armor dripped with sweat in the fog, beads of moisture—not water, never water on this planet—fuming on the white plastic chestplate and dripping onto the ground. The dying man himself was propped against a rock, and Sergeant Immel crouched above him as she fumbled to resecure his helmet. "He's out, Colonel," she said. "Autodoc pegs him at critical."

Jace Malcom watched the horizon. Through his helmet's display filters, the fog seemed to dissolve before the yellow sky and rocky cliffs, then snapped back into place as the filter tech gave up with an electronic shrug. No further enemy presence. At least, nothing obvious.

"Your call," Jace said. "His tracer functional?"

"It works. What about vultures?"

"If the Empire has time to send vultures, it means we failed the mission."

Not true, of course. The black-suited troopers could flock to the battlefield at any time—death's own heralds, following med tracers to find their victims. But Immel knew the odds, so Jace could afford the lie.

"Why me?" Immel asked.

"Special Forces is here to advise, and I'm glad to be an extra gun. But in the field, the game's yours."

"You're lowlife scum, Colonel Malcom."

"SpecForce is nothing but."

Jace watched Immel. Her armored shoulders rose and fell as she took a long breath, then, silent, leaned over her dying comrade and thumbed a device on his belt. Her voice crackled through Jace's helmet comlink a moment later.

"All teams, we're pressing on."

Immel plucked her rifle out of the dust and started checking its readouts. Jace knelt beside the dying man and placed a hand on his shoulder.

"Corporal Amden vor Keloidian. You did the Republic proud. You did all of us proud. And we'll be back for you."

Jace stood, nodded to Immel, and they slunk off together into the fog, rifles cradled close. Immel didn't look back, and Jace smiled bitterly, feeling the expression blunted by the scars on his face. She'd made the right call. She might end up a decent leader after all.

Then again, he thought, she'd better. The troops were going to need someone to look up to, and he didn't have much time left.

T-MINUS FOUR HOURS

The battlefield narrowed to a series of canyons, channeling the fog like a riverbed. Kalandis Seven's gravity—low enough to make stone-tossing a sport at base, high enough to ensure that a fall was still painful—made the march easier, but no less tedious.

Breaking the long silence came static-distorted cheering over Jace's comlink. Children shrieked and fireworks popped, each accompanied by a blast of white noise. In one motion, not breaking stride as they traversed the barren landscape, Jace and Immel lowered the volume level on their helmet comms.

The propaganda broadcast overrode all channels every hour, blared by Republic Strategic Information Service agents in orbit. This time, it was another news report on the Empire's withdrawal from Corellia and the Core Worlds. A genuine, unadulterated victory for the Republic, but one very far away from the Kalandis system, and not the first apparent victory Jace had seen in his career.

It was forty years now, he thought—kept thinking, every day at different times, when some private showed off her first scar in the mess hall or while reviewing specs for the hundredth variation of some starfighter—forty years since the Sith Empire had come to conquer the galaxy, and he'd been fighting ever since.

He supposed he wouldn't be fighting much longer.

Immel's voice cut through commentary on the Supreme Chancellor's latest speech. "Target in sight."

They had emerged from the narrow mouth of a canyon onto a cracked plain, where the silhouettes of dark spires stretched skyward behind the fog. "We've reached the spaceport," Immel continued, adjusting her comlink. "All teams, report in."

Jace listened to the crackling voices speak up, one by one, as he unslung a satchel and checked the contents. He knew the soldiers' names

(Zenhai, Kayle, Min-Reva), had met most of them (Eron collected antique music recordings; Camur had a cat allergy), had even hand-selected a few for this mission (Yennir of the Green saw through fog like glass). They were young and stupid and brave, and he could think of worse men and women to serve with.

"Ready to go?" Immel asked.

Jace nodded and tossed Immel the satchel. "Beacons charged and ready. Plant them on the targets and the fog won't matter—our fighter wing will know exactly where to drop the payload."

"Assuming the pilots aren't making out with their droids back at base. You done this before?"

"Bomb a spaceport? More times than I can count."

"What're the odds they won't rebuild tomorrow?"

Jace shrugged. "I can think of worse ways for the Imps to blow resources."

Taking out a spaceport would be a major step in securing Kalandis, even if it did get rebuilt. Even if there were a dozen other Imp bases on the planet. Jace had put together the plan himself.

But Immel wasn't wrong to wonder what good it would do. Keep lying to her, Jace thought. You have an example to set.

The spaceport was a mixture of flat metal landing pads, squat command bunkers, and slender control towers. Jace and Immel made their approach together, silent, observing the enemy patrols—pairs of Imperial troopers clad in black and red. The fog made avoiding the enemy easy enough, until the heat of a landing starship blasted the fog away, whipping a searing, misty wall across Jace and a nearby patrol.

The Imperials hadn't turned, hadn't noticed anything before Jace's blaster bolts burned twin holes in the backs of their suits. The roar of the starship's engines continued as Jace and Immel rushed to drag the bodies under a half-repaired Imperial fighter.

One of the bodies groaned as the engine roar began to fade. Immel pressed the barrel of her rifle to the back of the man's helmet and pulled the trigger before rolling the corpse into the fighter's shadow. "Mercy shot," she muttered.

Either way, Jace thought.

Immel withdrew a beacon and clipped it to a nearby power terminal as the fog rushed back in. Jace squinted and adjusted his helmet's filters, looking in the direction of the vessel that had just landed.

"Southern tower is fifty meters that way," Immel said. "Prime target—you plan to help?"

Jace didn't turn, continuing to stare toward the looming shadow of the starship through the fog. It was too large to be a bomber. Sleeker hull shape than most transports. "How are we doing for time?" he asked.

"Fighters are in the air by now. We've got at least two hours before they show."

Jace swore, then jutted a thumb in the direction of the starship. "All right—we're adjusting the plan. That thing that just landed? Pretty sure it's a planetary command ship on a refueling run."

Immel moved to Jace's side and knelt, gesturing for him to follow suit. "Another patrol," she said. "Keep talking."

"Ship'll be gone by the time our fighters arrive, but if we could capture that thing? Its navicomputer could point us to every Imp target on the planet."

Immel glanced at the power terminal where the metal disc of the targeting beacon hummed quietly. "Whole blasted world would be a blue milk run," she agreed. "But we're not equipped for a boarding action."

"We're not," Jace said, "and we don't have a lot of spare firepower, but we're not losing this chance."

Immel paused.

"Sir," she said. "I'm in command of these men, and I'm not sending them—"

Good woman, Jace thought, even as he interrupted her.

"You're not sending them anywhere. You finish the mission, and I go in alone. Won't draw attention that way."

And it's not a bad way to go out, either, he added silently.

T-MINUS ONE HOUR

The sentry looked almost innocent without his helmet—young, sun-haired, a splash of a birthmark on his neck. He walked down the command ship corridor, sidearm holstered, eating a ration bar.

Three steps, and Jace was out of his hiding place, gloved hands bringing the butt of his rifle onto the sentry's head. The man crumpled to the floor with barely a sound. Jace gasped in pain.

There were no tricks to fighting Sith, Jace had explained to more officers and grunts than he cared to remember. With we're powerful, and fast, and they broke just as easily as anyone else.



"Are you all right?" Immel asked, the comlink barely carrying her voice.

"Fine," Jace said. "Took a bolt on the lower deck. Fused some skin to the armor, but I'm fine." It was true, and the kolto injections dulled the pain. What bothered him was that he noticed the pain at all. The gifts of old age.

"Beacons are all set, fighters are almost on-site. I'd join you, but you might have noticed that ship just took off."

"I noticed. I'll be okay." Jace followed the sentry's path toward a heavy blast door—the entrance to the bridge. "What do you think of Private Kayle?" he asked.

"Bad shot, can't read a label, probably poison himself one day. Knows his faults and takes orders."

"Could be your new forward on the null-racket team. Plays a mean game. Think about it."

Immel's reply was a long time coming. "You going somewhere?"

"Might be," Jace said. "Just keep him in mind. It's good to spend time with your squad."



Jace muted his comm and hit the control panel. The blast door irised open and the bridge came into view—black metal and blinking consoles, and a transparisteel dome looking out onto fog and sky. Only a handful of officers manned their stations; forty years of instinct and threat assessments told Jace they wouldn't be a problem.

The Sith overseer was a different matter.

The Sith stood in the center of the bridge, a black cloud of dark robes with a metal armor core and the face of an etched brass mask. Jace didn't wait for the mask to turn before running, boots slamming against the deck, directly toward his opponent.

There were no tricks to fighting Sith, Jace had explained to more officers and grunts than he cared to remember. Sith were powerful, and fast, and they broke just as easily as anyone else. You couldn't afford to fear them—not even for a moment. The rest was just smart fighting.

The robed figure narrowed and twirled like a dancer, evading Jace's blaster bursts as he closed the distance. She—was it a woman?—reached for the lightsaber at her belt even as Jace

howled and crashed into her, letting the weight of his armor take them both down.

Jace felt something give beneath him—a robed arm twisted out of position or a rib broken somewhere—even as he slammed an elbow toward where the Sith's head seemed to be. The hard impact of the deck told him he missed, and a second later a hand closed over his helmet and his vision turned white.

Heat stabbed at his face, lancing into his temples and trickling down his nose like sweat. He rolled, and blinked away spots in time to see the last arcs of electricity jump from the Sith's hand toward him. Any longer, or without the helmet, and the Sith's sorcery would've charred his skull.

Somehow, Jace had held on to his rifle. He tried to stand, unable to feel his legs, as the Sith reached for her lightsaber again—only to find it gone, dropped to the deck barely a meter away.

Jace squeezed his rifle's trigger. This time, the bolts struck heart and lung, even as his helmet filters pixilated

from the electrical damage. He heard a muffled sound from the Sith, some final command, as she died.

For an instant, as Jace heard the shouting, saw the officers run toward the exit of the bridge, he felt the rush of victory. The command ship was his. Kalandis Seven was going to the Republic. Immel and her team could win the whole blasted planet.

Then the voice came over the bridge speakers: "Self-destruct initiated."

The consoles ripped apart, metal and plastic and glass burning and streaking through the air. The transparisteel cockpit dome shattered, raining knives. Jace swore and fell, his body shaking as he tried to crawl forward over the trembling deck and away from the fire he felt at his back.

So damn close, he thought.

His body reached the broken dome as the ship pitched forward, starting to hurtle toward the planet surface. He looked out into the endless fog and readied himself for the fall. No chute, no jump pack, no grav unit. There was comfort knowing what had to come next.

The ship shook, and Jace rolled out into the fog, falling free, looking down onto a rising shadow. He hit surface fast—much too fast, much too close to be at ground level—and lay stunned for a few long moments. He realized he was hugging the wing of a Republic fighter, hovering near the plummeting mass of the Imperial command ship.

Painfully, he reached up to turn his comm back on. "Immel to Malcom," he heard immediately. "Thought we could spare one fighter for you. Would've mentioned it if you hadn't gone silent."

"Thank you," Jace said, and closed his eyes. He allowed himself to lie back on the wing and ache. "Mission status?"

"Spaceport's in burning little chunks. I'd feel pretty good if you weren't showing off up there, blowing up command ships."

"I was trying to capture it, Sergeant. We could've won the planet."

He could hear the smirk in Immel's voice, and he felt himself curl his lip in irritation. "Yeah, you really messed up—we'll buy you a drink back at base, Colonel, but only the one. Bottom shelf stuff."

Jace watched the fog drift around him, felt the surprisingly gentle thrumming of the wing beneath him, and crawled to the fighter's upper hatch. The distant sounds of fire and tearing metal came from far below. Immel still didn't understand, and this was his last chance to tell her. "No," he said. "You won't."

"Repeat that?"

"I've been recalled, Sergeant. Right about now, there's a transport arriving to take me to the Core Worlds."

Jace heard Immel swear.

Then: "You SpecForce boys are all scum."

Jace watched the ochre dot of Kalandis Seven retreat through the viewport of the starship *Frontier Justice*. The ship's captain—a Jedi Knight whose name Jace hadn't caught, who had fought through half a dozen blockades just to arrive at Kalandis on time—hadn't complained when Jace arrived battered and late. It was one thing Jace liked about Jedi: They took things in stride.

"Any idea why they sent you?" Jace asked. The Jedi Knight didn't spare Jace a glance as he tore half-melted wires out from under an engineering console.

"The Supreme Chancellor thinks you're wasted out here," the Jedi said. "Beyond that, I don't know."

An electrical popping sound emerged from the console, and the Jedi shuffled out before continuing. "My guess is you're in for a promotion. Whole war is changing."

"Not the first time I've been told that," Jace said. He watched Kalandis Seven disappear into the star field, the ochre dot now indistinguishable from a thousand other distant worlds and distant suns.

"The troops down there won't last long, now," Jace added.

"They don't have the training to hold the place." He rubbed at his cheek, rubbed at his scars, then spoke again. "They'll be overrun within the month. Casualties'll be heavy."

The Jedi stood and turned to face Jace. "You don't know that," he said.

Jace shrugged. "I don't," he agreed. They'd share the lie together. "Doesn't matter now. The Supreme Chancellor orders you back to the Core Worlds, that's where you go."

Still, blast her for taking him off the battlefield. Forty years of leaving soldiers behind and losing people was enough of a burden to shoulder. As for a promotion? More responsibility never made anything easier; it only changed the scope of the job.

Jace excused himself and made his way to the guest quarters—a spartan barracks where he dropped onto a cot and took up a datapad, browsing over a list of his comrades on Kalandis Seven: Shanra Immel; Amden vor Keolidian; Vaskus Kyle; Yennir of the Green. Everyone he'd fought with. The team he'd been willing to die for. The team he'd done everything to try and save.

When he reached the end of the list, he deleted the names from his personal file and put the datapad away.

Time to move on to the next battle. □

EXPANDED

Star Wars: The Old Republic Annihilation
by Drew Karpyshyn is out now.

More of David Rabbitt's art can be seen
at www.davidrabbitt.com

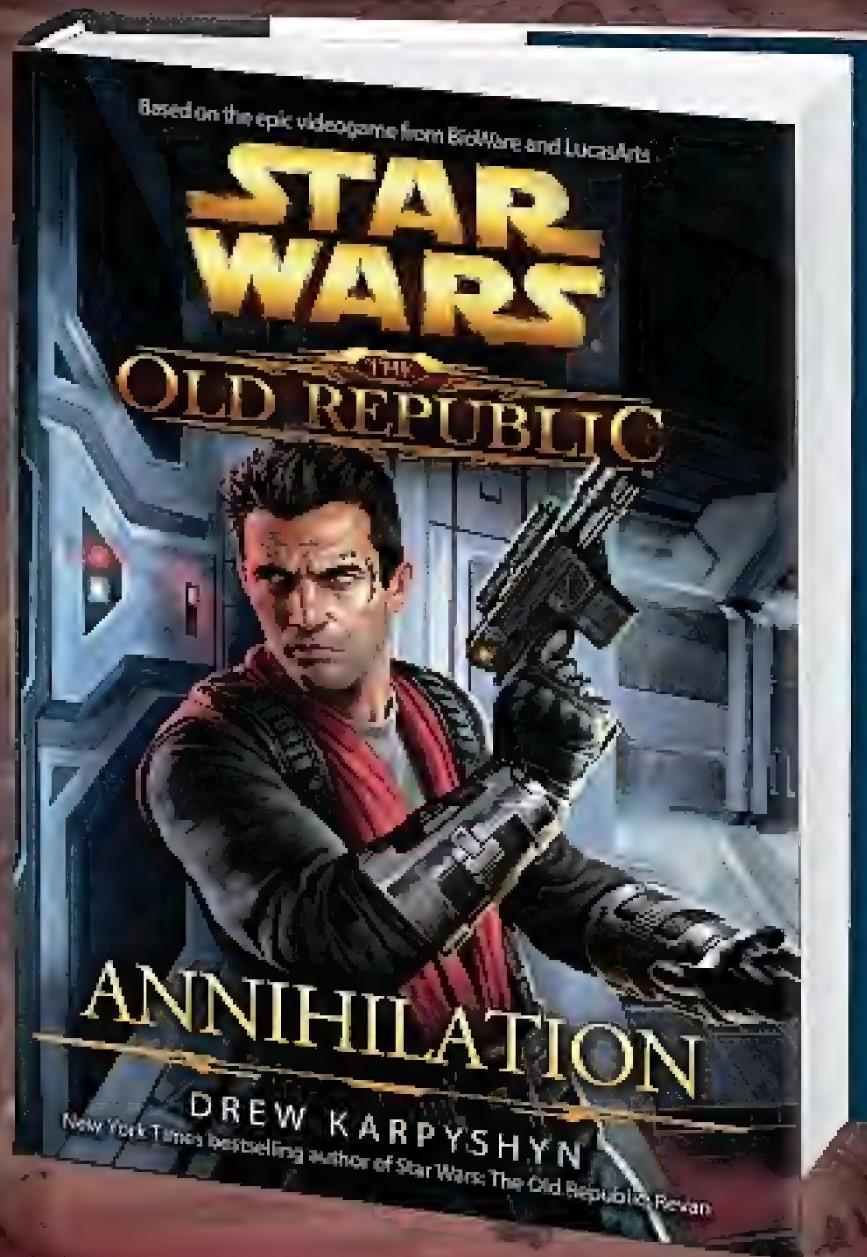
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JEDI VS. MANDALORIAN!

WHAT THEY SAID

"The darksaber carried by Pre Vizsla was originally a vibroblade. Initially, there was no swordfight with Pre Vizsla in the script. He had to have a light and he had to have a saber, but he couldn't have a lightsaber because I know it's a contentious thing when any character who is not a Jedi carries a lightsaber... [George] later worked out that he wanted it to be a darksaber, and it would have a black blade with a white edge. George said that the back-story was that the darksaber was taken from the Jedi Temple in the days of the Old Republic."

Series supervising director Dave Filoni, on Pre Vizsla's darksaber, *Star Wars Insider* #116

WHY IT'S A CLASSIC

Usually, the Jedi have duelled Sith, dark Jedi, or even other Jedi. Obi-Wan's saber fight with Pre Vizsla is somewhat different, with the opponent using a stolen darksaber and fighting dirty. With their martial arts moves and the use of Vizsla's jet pack, the fight somewhat recalls Obi-Wan's brawl with Jango Fett in *Attack of the Clones*—another fearsome Joe clad in Mandalorian armor. While Vizsla's unfair approach to duelling—getting his men to open fire when he loses the upper hand—is reminiscent of General Grievous's underhand techniques, Vizsla reveals his utter ruthlessness, too, by shooting one of his own men for falling him. Obi-Wan, however, sticks to the Jedi Code and proves he's the better fighter. He also makes a tactical retreat, reminding us that he is one of the wisest Jedi, as well as one of the most powerful.

ESSENTIAL TRIVIA

Vizsla's last name was originally simply Vizsla, while Duchess Satine Kryze's appearance is based on a concept design originally created for Padmé Amidala.

NEXT ISSUE
THANK
THE MAKER!

WORDS: NEIL EDWARDS

SCRIPT (2008)

EXT. MINE/HILLSIDE—CONCORDIA—CONTINUOUS

The squad is led by an insignia-helmeted Mandalorian Warrior Commander. They walk to a Mandalorian Warrior laying on the ground in pain.

WARRIOR COMMANDER/
PRE VIZSLA (Failure!)

The Commander ruthlessly shoots the fallen warrior on the ground.

The Commander walks up to Obi-Wan, pulls his helmet off, and holds it under his arm.

SATINE (Governor!)

WARRIOR COMMANDER/
PRE VIZSLA: For generations, my ancestors fought proudly as warriors against the Jedi. Now, that woman furnishes the very name Mandalorian.

He tosses Obi-Wan his lightsaber, Pre Vizsla pulls out a Galactic Sword.

WARRIOR COMMANDER/
PRE VIZSLA: Defend her, if you will. Defeat me or die on this blade, like many Jedi before you.

They engage in a fierce battle.

Obi-Wan knocks Pre Vizsla

back with the force of his lightsaber strike.

Pre Vizsla moves forward again, but Obi-Wan quickly disarms him. Vizsla recovers and punches Obi-Wan so hard he FLIES back.

Vizsla runs over and recovers his sword. He lights his jetpack and flies into the air, preparing to give the final strike to Obi-Wan. But Obi-Wan FORCE LEAPS into the air and lands two hard punches on Pre Vizsla before tossing him to the ground. Vizsla lands among three of his warriors.

WARRIOR COMMANDER/
PRE VIZSLA (to his men): Warriors, finish him!

The three warriors shoot cannons at Obi-Wan, who avoids them. But they CIRCLE BACK and are coming for him again. Obi-Wan sees what is about to happen —

OBI-WAN: Satine...

Obi-Wan retreats toward the open elevator shaft. He Force-leaps down the elevator shaft with Satine in his arms as a HUGE EXPLOSION rocks the surface above them.

The fall to the ground at the bottom of the shaft, alive and unshurt.

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BLASTER

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ACTION? IT FIGURES!

STEVE SANSWEET SHOWS OFF THE ULTIMATE ACTION FIGURE COLLECTION

"THERE'S NOTHING LIKE A GOOD BLASTER AT YOUR SIDE, KID."



BOOKS //

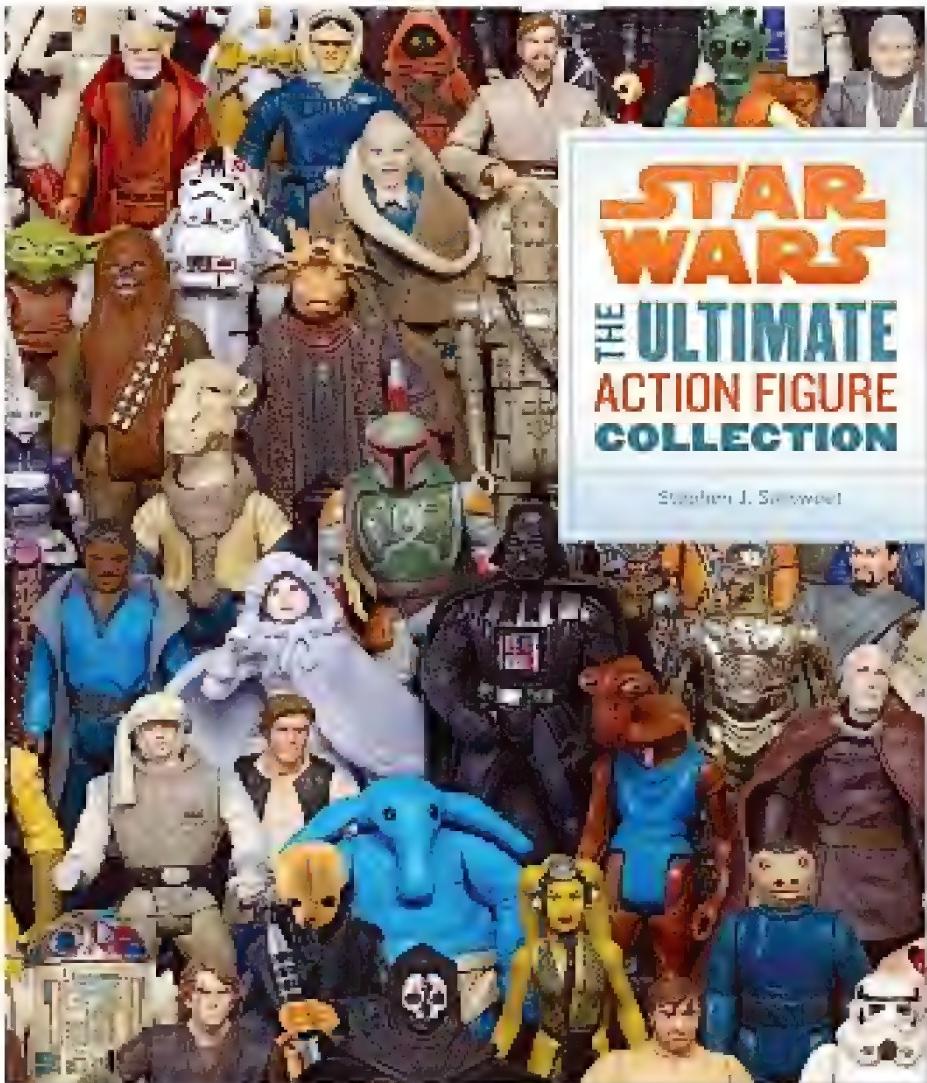
A PANTHEON IN PLASTIC

CELEBRATE THE ICONIC *STAR WARS* TOYLINE WITH *THE ULTIMATE ACTION FIGURE COLLECTION*

No Star Wars collectible is as visible or as historic as the action figure, from the rushed Early Bird wave of 1978 to the highly detailed variants of today. Famed collector Steve Sansweet, owner of the world's largest private collection of Star Wars memorabilia, gives that toyline the attention it deserves in *The Ultimate Action Figure Collection*.

On sale November 1, the book spotlights nearly 2,500 action figures. The figures are grouped alphabetically by character, then organized by chronological order of release to show how interpretations changed over the years. Each figure is identified by its packaging name, year of release, product line, source (e.g., movie, comic, or novell), and distinguishing characteristics, while movie stills show off the figure's original inspiration. "It was a huge operation," admits editor Kjersti Egerdahl, editor at Becker & Mayer. "We're hoping the book will be an easily browsable encyclopedia with new discoveries for every fan."

Adds Sansweet: "We've tried to be as inclusive as possible. We've included figures that have small but noticeable paint variations. We've included distinct figures that were packed with vehicles, creatures, playsets, and carrying cases. We've even included a few figures that have no moveable parts at all. You may argue with some of our choices, but that's part of the fun of collecting. You get to make your own rules!"



**STAR
WARS**
**THE ULTIMATE
ACTION FIGURE
COLLECTION**

Stephen J. Sansweet



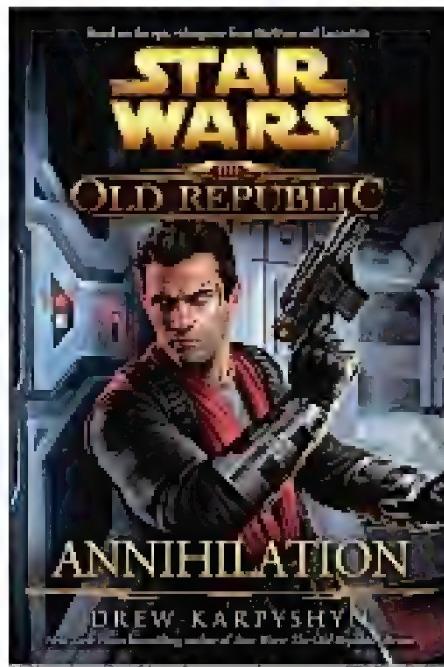
INSIDE

PREPARE FOR ANNIHILATION

RETURN TO THE TIME OF THE OLD REPUBLIC WITH THE NEWEST NOVEL

Star Wars: The Old Republic is much more than an online game; it's an entirely new era set more than 3,500 years before the movies, filled with so many original characters that its content has spilled over into comics, reference books, and original fiction. On November 13, writer Drew Karpyshyn returns to the setting he helped design with *The Old Republic: Annihilation*, the fourth novel to be set during this ancient era.

This time, however, don't expect the protagonist to be carrying a lightsaber. "Theron Shan is a throwback to the Han Solo-type of character," explains Karpyshyn (*Revan, Darth Bane: Path of Destruction*). "He's a highly trained Republic agent with the Strategic Information Services and he has an eclectic mix of skills from his travels to exotic worlds. It's fun to come at the Star Wars universe from a non-Jedi/non-Sith perspective. Showing how a non-Force sensitive character can



influence the galaxy is interesting, and I think it's easier for readers to relate."

Annihilation takes place after the main storyline of the game, but it continues the sagas of familiar characters. As the novel begins, the Sith Emperor is missing and Darth Karrid hopes to ensure Sith domination of the galaxy from the bridge of her battle cruiser Ascendant Spear. Theron Shan, joined by impulsive Twilek smuggler Teffith and Jedi scholar Ghost-Dural, finds himself in a race against time to stop the Ascendant Spear and its crew.

And although Theron Shan is the son of the great Jedi Master Satele Shan, he was raised apart from her and inherited none of her Force sensitivity. For Theron, solving problems requires a lot of cunning and a little bit of luck. Says Karpyshyn, "When it comes to filling the shoes of his famous lineage, Theron is just comfortable with who he is. He's doing his part to protect the Republic."

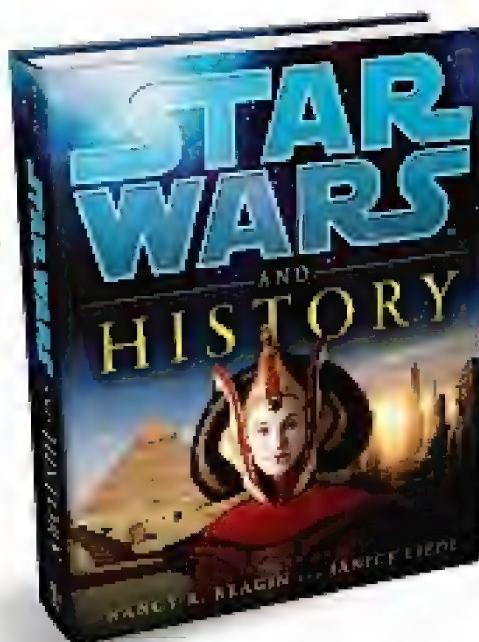
THE INSPIRATION BEHIND THE SAGA

TAKE A TOUR THROUGH THE SAGA'S REAL-WORLD INFLUENCES WITH *STAR WARS AND HISTORY*

It's common knowledge that George Lucas drew upon *Flash Gordon* newspaper comics and movie adventure serials when creating Star Wars, but less attention has been paid to the space saga's historical heritage. That changes with the November publication of *Star Wars and History* (from publisher Wiley), which spans the centuries from the Roman Empire to the Vietnam War to find the figures and events re-invented in Lucas's modern myth.

"George Lucas was the inspiration behind *Star Wars and History*," explains Lucasfilm's J. W. Rinzler. "He outlined what subjects were important in his creation of the saga, including teenage queens, warrior monks, superweapons, corporate/government partnerships, and slavery. The authors and essayists were free to bring in their own points of view, but George's thoughts formed the nucleus."

Edited by Nancy R. Reagin (Professor of History and Women's & Gender Studies at Pace University) and Janice E. Eberle-Sinatra (Associate Professor of History at Laurentian University), *Star Wars and History* features 11 scholarly essays. Photos from the Lucasfilm Archives, juxtaposed with historical photos and illustrations, illuminate larger themes.



Liedl (Associate Professor of History at Laurentian University), *Star Wars and History* features 11 scholarly essays. Photos from the Lucasfilm Archives, juxtaposed with historical photos and illustrations, illuminate larger themes.

Readers can learn the parallels between Princess Leia's role in the Rebel Alliance and the role of women in the Mexican Revolution and the French Resistance of World War II, and explore the similarities of Jedi culture, Japanese Bushido, and the codes of the Knights Templar. Other essays delve into the Rebel Alliance's guerilla tactics and their similarities to those used in the Vietnam War and the American Revolution, the Death Star as a symbol of the nuclear arms race, and Coruscant as the ultimate expression of market capitalism. The perspective of history will also give readers surprising insights into the characters of Darth Vader, Han Solo, Jabba the Hutt, Obi-Wan Kenobi, Lando Calrissian, Yoda, and others.

A WEALTH OF KNOWLEDGE

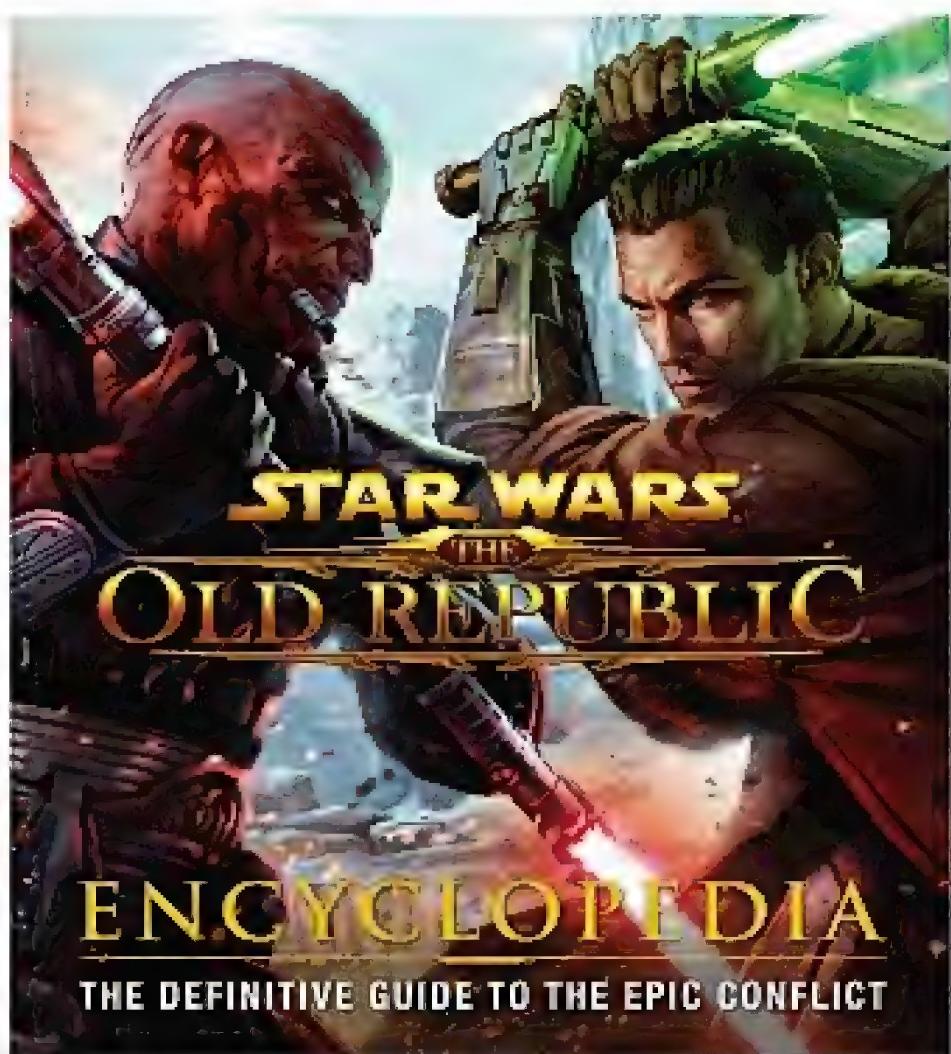
TAKE A DEEP DIVE INTO AN ANCIENT ERA WITH *STAR WARS: THE OLD REPUBLIC ENCYCLOPEDIA*

In stores now, *Star Wars: The Old Republic Encyclopedia* is a 352-page hardcover packed with info on the characters, weapons, vehicles, events, and planets of the online game, which is set more than 3,500 years before the movies.

Lead author Ian Ryan says the book goes far beyond the game, making it perfect for both gamers and Star Wars Expanded Universe fans. "We set out to create a comprehensive guide that expanded on all the elements of *The Old Republic*," he says. "The Encyclopedia is written entirely in-universe, and dives deep into the game's lore while also detailing the history that led up to the game's events. It's a huge amount of content. A total of six writers contributed to the book, and everyone had previous writing experience on the game."

Illustrations in the Encyclopedia include in-game assets, gameplay footage shots, and a collection of concept art. Some of the images are being published for the first time.

"There are many details that can only be found in the Encyclopedia," says Ryan. "You'll discover the secrets of the Sith Emperor, learn juicy details about the companion characters, find out what makes Supreme Chancellor Janarus tick, and expose the top-secret files of Imperial Intelligence." ↗





COMICS //

DEFEND THE REPUBLIC

→ THE CLONE WARS
CONTINUE IN *STAR WARS OMNIBUS: CLONE WARS VOLUME 2*

This October sees the newest volume in Dark Horse's collection of classic Clone Wars stories. *Star Wars Omnibus: Clone Wars Volume 2 — The Enemy On All Sides* is a 416-page trade paperback packed with classic tales originally published between 2003–2005.

Star Wars: Republic #54–66 and #68 (John Ostrander, Jan Duursema, W. Haden Blackman, Brian Ching, Tomas Giorello, Brandon Badeaux). Covers the Battle of Jabiim, the saga of Obi-Wan vs. Asajj Ventress, and Mace Windu's vendetta against bounty hunters.

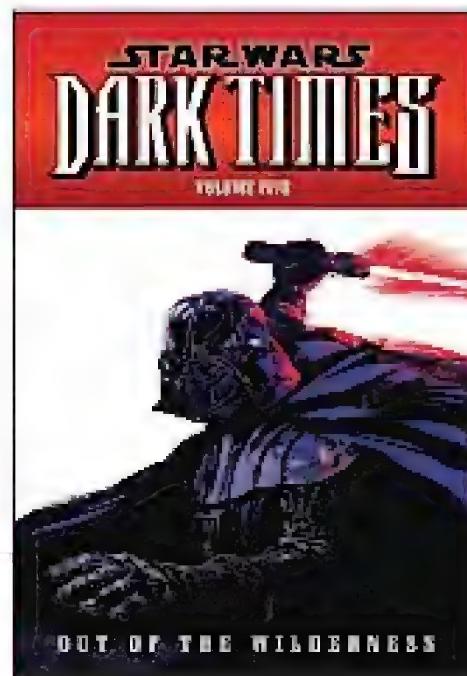
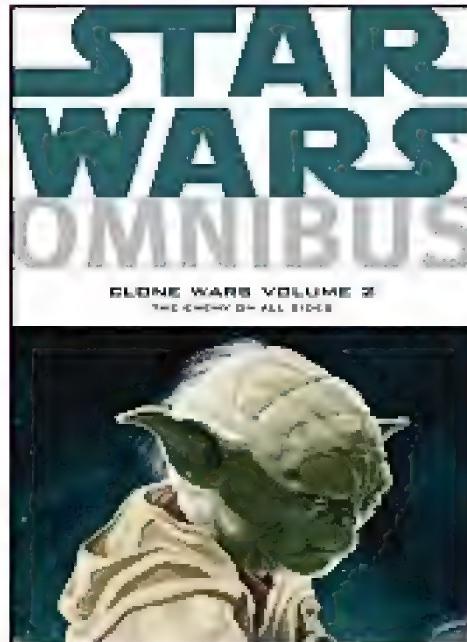
Star Wars: Jedi—Yoda (Jeremy Barlow, Hoon). Master Yoda is forced to face off against an old friend he's known for centuries.

Star Wars: General Grievous #1–4 (Chuck Dixon, Rick Leonardi). The Separatist cyborg unveils his most diabolical plot yet, and a Jedi "revenge squad" vows to eliminate Grievous once and for all.

JEDI HUNT

→ EVERYBODY WANTS A PIECE OF DASS JENNIR IN *STAR WARS: DARK TIMES VOL. 5—OUT OF THE WILDERNESS*

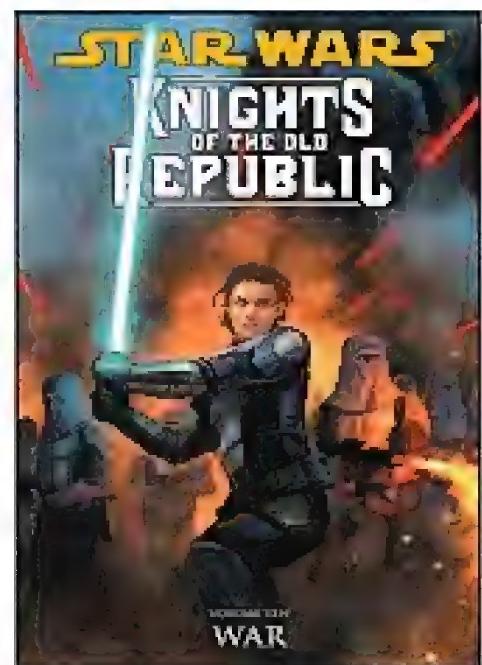
Jedi Knight Dass Jennir might have survived Order 66, but he has a lot of people gunning for him just the same. The newest volume in the *Dark Times* series goes on sale November 7, as Jennir tries to keep one step ahead of an assassin, his former comrades on the smuggling ship Uhumele, and even Darth Vader. With the talents of writer Randy Stradley, artist Doug Wheatley, and cover artist Pablo Correa, *Star Wars: Dark Times vol. 5—Out of the Wilderness* is a 120-page trade paperback collecting issues #1–5 of the original limited series.



IF IT'S WAR YOU WANT

↓ ZAYNE CARRICK IS DRAFTED TO FIGHT THE MANDALORIANS IN *STAR WARS: KNIGHTS OF THE OLD REPUBLIC VOLUME 10—WAR*

When the Republic finally mobilizes to fight the Mandalorians, it needs all the help it can get. Enter Zayne Carrick, reluctant Jedi hero turned unhappy draftee in the Republic army. *Star Wars: Knights of the Old Republic Volume 10—War* is a 120-page trade paperback that collects issues #1–5 of the 2012 limited series, as Zayne is forced to fight on both sides of the long-brewing Mandalorian Wars. Written by John Jackson Miller with art by Andrea Mutti and a cover by Benjamin Carré, the collection goes on sale November 7.



FROM ALDERAAN WITH LOVE

FOLLOW JAHAN CROSS'S NEWEST
ASSIGNMENT IN *STAR WARS: AGENT OF THE
EMPIRE—HARD TARGETS*

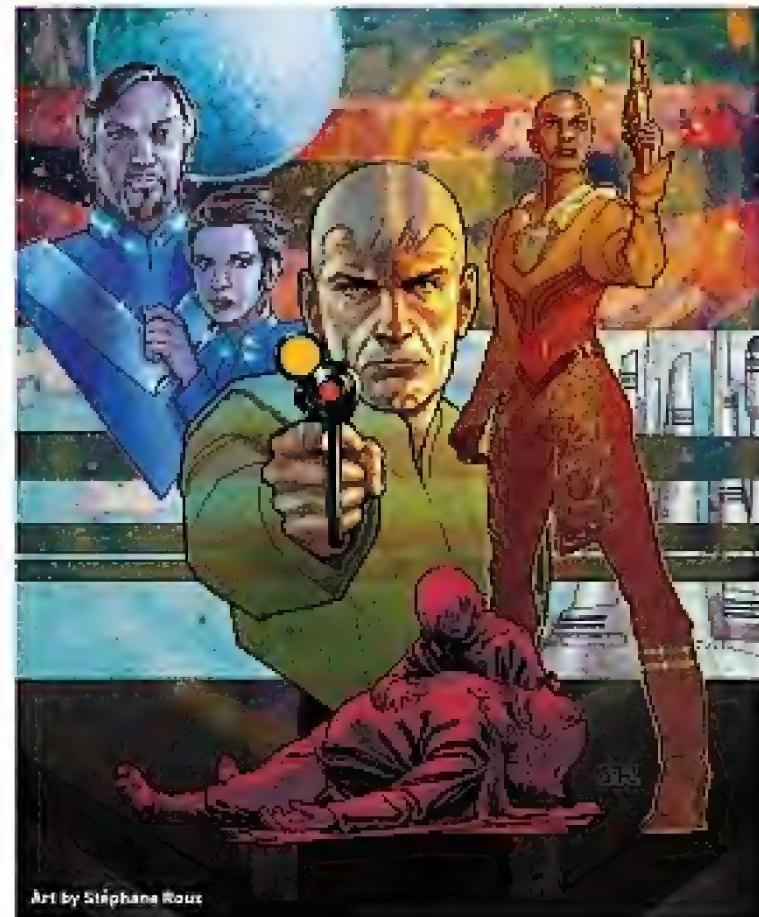
Jahan Cross, agent of the Empire, is one of the most interesting characters to appear as the hero of a *Star Wars* comic. In Cross's previous outing (*Agent of the Empire—Iron Eclipse*), writer John Ostrander expertly blended moral ambiguity with thrilling spy-fiction story beats. Now a new mission from Imperial Intelligence will take Cross to Alderaan—and into an uncomfortable brush with family secrets in the five-issue *Wars: Agent of the Empire—Hard Targets* (on sale October 17).

"Jahan Cross really is a sort of gray character," explains Ostrander. "He truly believes the Empire represents order, and he hates chaos because it caused the deaths of his mother and sister. Cross is willing to do nasty things in order to preserve the Empire. He can be a good man; he can be a bad man. That's what makes it fun."

In *Hard Targets*, Cross is dispatched to his homeworld of Alderaan to attend a celebration hosted by Bail Organa in honor of the current Count Dooku. But the Empire's Alderaanian client is so unpleasant that Cross actually finds himself questioning his actions, which is the last thing he needs when he's faced with a surprise assassination and guest appearances from Princess Leia and Boba Fett.

But Cross's biggest challenge is one of family, given that he can't fix his relationship with his estranged father. As an ex-diplomat, Cross's father knows that his son's "diplomatic envoy" job is a cover for being an espionage agent. And he has ways of getting under his son's skin. "His relationship with his father is strained, to say the least," Ostrander points out. "And his father is not a supporter of the Empire. Still, Jahan is his father's child. Meeting his father will give us more insight into Cross himself."

Stéphane Roux returns to provide cover art for *Hard Targets*, while the interior art is handled by Davidé Fabbri, a veteran of numerous projects in the galaxy far, far away including *Star Wars Republic* and *Jedi Council: Acts of War*. Fabbri says that working on *Hard Targets* felt like coming home.



Art by Stéphane Roux

"Jahan Cross really is a sort of gray character. He truly believes the Empire represents order."

—John Ostrander

"Technology plays a very important role in the *Star Wars* universe and it's one of the things I prefer to illustrate," he says, pointing out that the niche genre inhabited by *Agent of the Empire* requires a different set of tools from starfighter dogfights or lightsaber-wielding Jedi Knights. "There's a scene at the Alderaan royal palace involving an escape and a jetpack, like in a 007 movie," he says. "It's a sequence I loved to draw, and the equipment is really cool."

Ostrander notes that in *Hard Targets*, Jahan Cross is armed with fewer spy gadgets this time. But he promises not to let up on the high-speed chases or the amazing vehicles. "And pirates!" he adds.

"I should mention that there are pirates, which is always fun. Working out the escape sequences for this book can give me headaches, but for the reader they'll hopefully be fun and exciting."

Ostrander has no plans to reward Jahan Cross with a comfortable life of retirement, at least not soon. "I'm already formulating the next storyline and I hope to keep doing this for a while," he says.

"Will Cross remain loyal to the Empire? His loyalty is based on a series of premises that the reader knows are not true. If Cross learns the truth, what will he do next? In the meantime, I promise a lot of action with a very different *Star Wars* protagonist." ☀



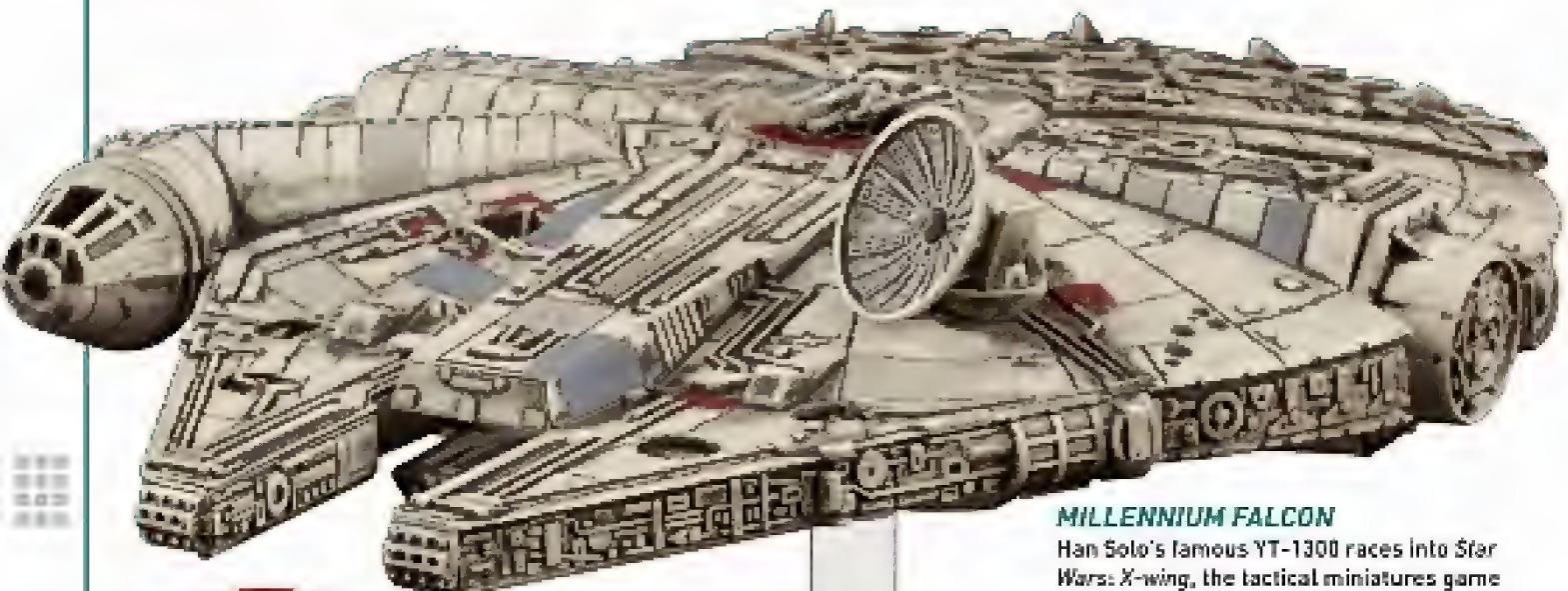
Art by Silphane Raux



INCOMING

THE LATEST STAR WARS GEAR YOU'LL WANT TO ADD TO YOUR COLLECTION! WORDS: PETE VILMUR

FANTASY FLIGHT



MILLENNIUM FALCON

Han Solo's famous YT-1300 races into *Star Wars: X-wing*, the tactical miniatures game of fast-paced ship-to-ship combat in which players launch iconic starfighters in cinematic space battles! The *Millennium Falcon Expansion Pack* lets you take the helm as one of four pilots (including Chewbacca, Lando Calrissian, or Han) and re-create your favorite *Star Wars* conflicts.

You can even upgrade your crew with Nien Nunb as a co-pilot or Luke Skywalker as a gunner! The Falcon flies into action in November 2012, and retails at \$29.95.

To learn more, visit www.fantasyflightgames.com/xwing.

MOST
WANTED



KOTOBUKIYA



JAINA SOLO ARTFX BISHOUJO STATUE

Expanded Universe character Jaina Solo launches Koto's new line of Star Wars Bishoujo (Japanese for "beautiful girl") statues based on illustrated interpretations by Shunya Yamashita. Sculpted in 1/7th scale, Jaina stands on a base that incorporates the Rogue Squadron emblem. This is Koto's first non-screen Star Wars figure! Availability: December 2012 Price: \$64.99

COMIC IMAGE



CHEWBACCA MESSENGER BAG

The Chewie Faux Leather Messenger Bag comes loaded with features, including three inside storage compartments, a zippered storage compartment, and inside pockets for your phone, keys, or iPad. Other features include a 36-inch "bandolier" strap, magnetic and buckle closures, and burnished Star Wars logo. Availability: Now Price: \$74.99



BDA

STAR WARS BOBBLEHEAD STYLUSES FOR NINTENDO

Three Star Wars character styluses are on deck for the Nintendo 3DS systems, including the 3 DS XL: Darth Vader, Darth Maul, and Chewbacca bobbles top off this trio of stylish styluses for gamers on the go. Availability: December 2012 Price: \$11.99

LEGO



B-WING STARFIGHTER

The rebels' starfighter workhorse seen in *Return of the Jedi* gets a full-blown LEGO release in October with this exceptional 1,486-piece set. Includes rotating self-leveling cockpit, realistic wing configurations for landing and flight, and a dedicated display stand and fact plaque. Measures 26" wide and 15" high in flight configuration. Price: \$199.99 through shop.LEGO.com

REVELL

SNAPTITE STAR WARS MODEL KITS

Revell launches a squadron of Star Wars favorites through their snap-together line of model kits, including X-wing fighter, Anakin's Jedi starfighter, Darth Vader's TIE Fighter, snowspeeder, Millennium Falcon, and TIE interceptor! These are all skill level 1 kits that require no glue or paint. Availability: Now Price: From \$19.99 to \$49.99



SEIKO

SEIKO

STAR
WARS



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STAR WARS BRIGHTZ WATCHES

These Japan-exclusive Star Wars watches will have a lot of Stateside fans likely calling in favors to fellow fans across the Pacific! These limited edition Star Wars Brightz watches sport designs that capture the essence of Star Wars characters with understated elegance, revealing hidden detail upon close inspection. Each watch comes in a limited edition: Darth Vader (1,500), Darth Maul (800), Stormtrooper (500), R2-D2 (1,000), C-3PO (600), and Yoda (600). Price: Around \$1,700 Available: In Japan, early October.

GALERIE USA

CANDIES

Just in time for Halloween, Galerie USA is serving up 60-count baggies of Darth Vader and Yoda gummy candies, with each gummy individually wrapped. These will be available at Walmart for \$4.98 from mid-September.



BOUNTY HUNTERS

MEET THE STARS, SHOW THE EVIDENCE, WIN THE BOUNTY! STAR WARS INSIDER'S BOUNTY HUNTERS SECTION IS SPONSORED BY KOTOBUKIYA. EACH ISSUE'S WINNER WILL RECEIVE A FANTASTIC KOTOBUKIYA STAR WARS STATUE KIT, WORTH AROUND \$100!

KOTOBUKIYA



BOUNTY WINNER!

THE ADVENTURES OF JEDI JESSE!

Jedi Jesse and R2-D2 had a great time at *Star Wars* Celebration VI in Orlando, Florida. They both got to meet their hero Kenny Baker, the actor inside R2-D2. Jesse had some posters signed and R2 had his dome signed by Kenny.

That wasn't all! We also met: Ashley Eckstein (Ahsoka Tano), Carrie Fisher (Princess Leia), Daniel Logan (young Boba Fett), Jeremy Bulloch (older Boba Fett), and Temuera Morrison (Django Fett), Ian McDiarmid (Palpatine), and Mark Hamill (Luke Skywalker). —Dana Powers, Titton, R2-D2 Builder

CHEWIE, BOBA, AND BATTLES!

Back in August, we took our kids (Mac and Aubrey) to the Wizard World Chicago Comic Con. Our goal was to meet three legends of the Star Wars films: Peter Mayhew (Chewbacca), Jeremy Bulloch and Nick Gillard (the prequels' fight and stunt arranger).

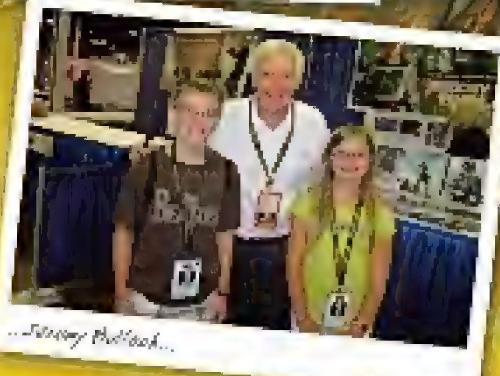
These three gentlemen did not disappoint. After signing some photos for the kids, they chatted with them and gave them an experience they will never forget. Chewie and Boba Fett are among their favorite characters.

As parents, we had to thank Nick for his work on the films because he has influenced many lightsaber battles around our house! He apologized if these battles caused any damage, but we replied that they had created memories for all of us! Thanks again to Nick, Jeremy, and Peter for being great ambassadors of the Star Wars community!

—Tom and Dionne Maedke, Kenosha, U.S.A.



Mac and Aubrey meet Peter Mayhew...



...Jeremy Bulloch...



...and stunt coordinator Nick Gillard!

MEETING TEAM INSIDER

I have been a fan of Star Wars ever since 1977. At Star Wars Celebration VI I got to meet Tim Rose, Daniel Logan, and the crew from Star Wars Insider at their panel. Thanks for the great memories!

—Scott Wadsworth, Twinsburg, U.S.A.



Scott meets Admiral Ackbar (Tim Rose)?



Bounty located! Daniel Logan



Star Insider: Susan Tipp, Carolyn Y. Chen, Scott, Abby Franklin, James Burne, Clark Howard

JUST THE DROID SHE WAS LOOKING FOR!

Here is a photo of my daughter Jordan with Anthony Daniels (C-3PO) while we were waiting in the queue line at Celebration VI. She was excited to see the man behind the character. Thanks, Anthony, for taking the time to walk through the crowd and say hello to all of your fans!

Being an aspiring artist, Jordan was thrilled to draw with Katie Cook during the instructional class that she taught at CVL. My daughter adores Katie's artwork and Katie is a strong inspiration for her own drawings and sketches.—Jason Tucker, Jacksonville, U.S.A.



Jordan finds her droid Anthony Daniels!



Meeting artist Katie Cook!

CAN YOU GO ONE BETTER?

DO YOU KNOW NATALIE PORTMAN? ARE YOU FRIENDS WITH FRANK OZ? MAYBE YOU'VE ARM-WRESTLED AHMED BESTI? WE WANT TO SEE! SEND PHOTOS OF YOUR ENCOUNTERS WITH THE STARS OF STAR WARS TO: BOUNTYHUNTERS@STARWARSINSIDER.COM OR EMAIL US AT STARWARSINSIDER@TITANEMAIL.COM

BANTHA TRACKS

VOL. 1351

BY THE FANS.
FOR THE FANS.

CRAFTY TRACKS

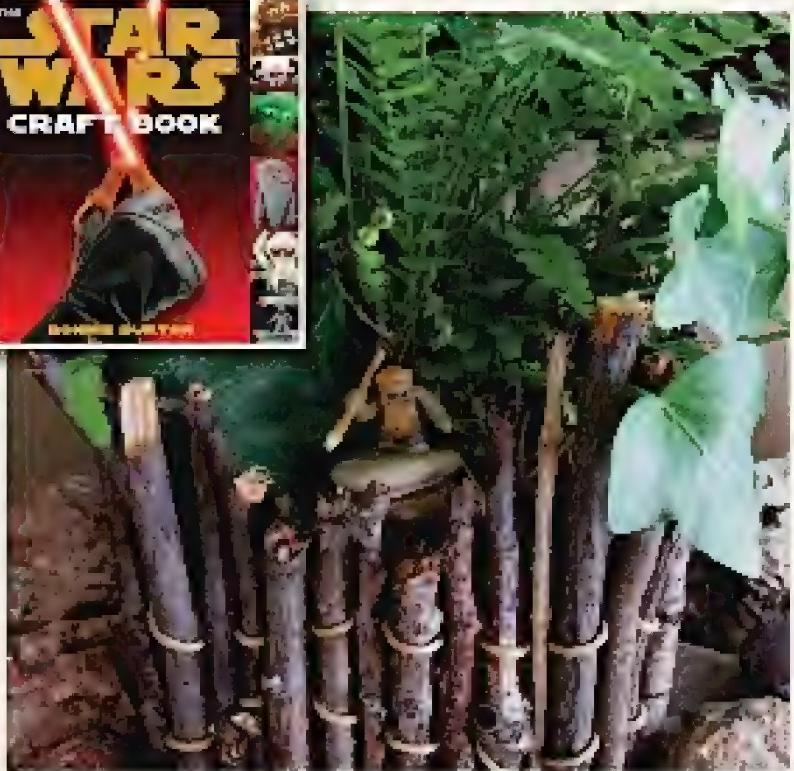
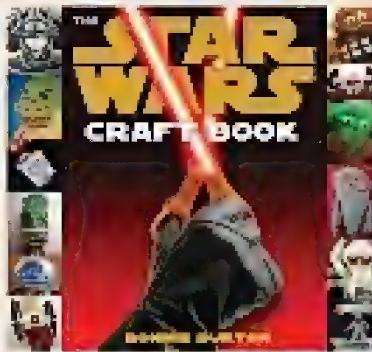
When it comes to the creative side of Star Wars, Bantha Tracks readers are a force to be reckoned with. As we head into the holiday season, many of these great crafts might inspire you to create both new house projects and gift ideas. I know they inspire me!

GETTING CRAFTY!

Tom and Dianne Maedke of Kenosha, Wisconsin found *The Star Wars Craft Book* by Bonnie Burton to be a great gift for their children Julia, Mac, and Aubrey, but were a little skeptical at first if the crafts would be as easy to do as presented.

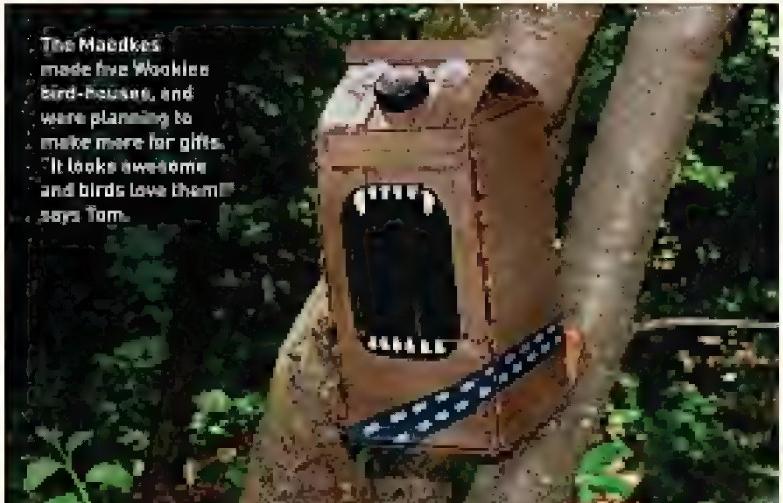
"We tackled a few tasks from the Craft Book and to our surprise, these things were turning out incredibly cool," writes Tom. "The book walks you through the steps in a clear and simple process, which is a win for kids and adults. Most of the materials can be found in your home or backyard, or you can improvise."

Tom and Dianne had made at least 10 of the crafts in the book at the time they submitted these pictures to Bantha Tracks, getting the entire family involved. The R2-D2 beanie, modeled by Aubrey, was crocheted by Dianne's mother. ↗



↑ "We converted the Endor tree to a plant based on how cool it turned out," reports Tom. "We even added a micro Wicket figure to spice it up! We wanted to share our success stories and give Star Wars fans encouragement," concludes Tom. "The book worked! It has created great family time as well as bringing the Star Wars universe to our home by the creations of our own hands!"

The Maedkes made five Wicket Bird-Houses, and were planning to make more for gifts. "It looks awesome and birds love them!" says Tom.



CAKES OF THE SEASON: R2-D2

Alex Woodring and his friends Zuku Tracy and Jonathan Luginbill made an R2-D2 cake for their local Build-A-Cake contest. "It was close, but we won first prize!" reports Woodring. "We had to work right down to the last 30 seconds. Star Wars is forever!" →



For Travis Cooper's 30th birthday party in Victoria, Australia, his wife Ann created an R2-D2 cake to help him celebrate!

"She took a two-week cake-making and decorating course to get an understanding of what to do, and then with her creative genius, she came up with this wonderful astromech Droid cake," Cooper writes. "The body and head are four cakes on top of each other, and the legs are made from rice bubbles. I was almost in tears when I had to make the first cut. So sad, and yet, so tasty!" →



DROID AFTER THE STORM →

After Hurricane Irene destroyed much of Nathan Ezzell's yard, including 20 to 30 trees and the Star Wars yard decorations he had hand-crafted, he decided to make the best of the situation handed him.

"It was a rough time," he writes, "but we figured when life gives you downed trees, make droids!"

Ezzel took a large piece of pine and turned it into an R2-D2 for his yard. "Thanks again, Bantha Tracks, for all the fun and inspiration you all provide our family and others."



PADAWAN → BAG

Yuki Chan, a 14-year-old Clone Wars fan from Hong Kong, created her excellent Ahsoka bag for a school project, on what she refers to as the anniversary day of her falling in love with The Clone Wars.

"I spent about eight hours doing this original art," she reports. "I drew and sewed the Ahsoka myself. I particularly spent much time on the beads because I wanted my bag to look as cute as I could make it. It's my first fan art as a homework."



FAST DROIDS IN TEXAS →

Eight-year-old Hayden Kai Martinez and his father Hector created this General Grievous pinewood derby car for the Boy Scouts of America race.

"We are both proud to say this one-of-a-kind General Grievous pinewood derby car was the talk of the race," writes Hector. "We both had a blast bringing our love of all things Star Wars to the race. We worked together over two weeks designing the car."

Hayden and Hector used light clay for the ears of the mask and hand-painted the top of the car with glow-in-the-dark paint for the eyes. The car took second place, and won the ribbon for creativity as well!



BURNING CREATIVITY ↑

Michael O'Shields began creating Star Wars art as soon as he started the creative hobby of pyrography. These are two of his first three works. Images submitted by Brandy O'Shields.



BANTHA TRACKS: BY THE FANS FOR THE FANS



↑STAR BOARDS

Chris Jones gathered together 70 U.K. tattoo artists, gave them each a blank skateboard deck, and invited them to do their best for charity. Some of the completed boards are pictured here in Jones' tattoo shop, before being auctioned for charity to benefit the local children's hospice, Ty Hafan.

SUBMISSION GUIDELINES

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of *Bantha Tracks*. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions to *Bantha Tracks* will not be returned.

Each submission must include the creator's name, age, contact details, date the work was created, and a statement that the work is original, and created by the person submitting it.

Send electronic files to banthatracks@starwars.com, or send your snail mail to *Bantha Tracks*, c/o Mary Franklin, P.O. Box 27901, San Francisco, CA 94129.

↓ SPANISH SQUID

Gerald Home, who portrayed Tassek and a Non-Calamari officer in *Return of the Jedi*, sent this photo of a treasure he received from his Spanish fans in Valencia.

"I got totally choked up when I unwrapped the package and found this inside," he writes.



A TASTE OF CELEBRATION VI

Yes, Star Wars Celebrations are the absolute favorite events of my job.

Yes, that week in Orlando had Star Wars joy, fun, and photographs everywhere. Yes, a lot of people were smiling, myself included.

Here are a few photographs that we have received from fans who were quick on the shutter and quick on the email. I promise that there will be more Celebration snapshots to come, because Star Wars Celebration VI was a fantastic fan effort, and perfect for *Bantha Tracks*.



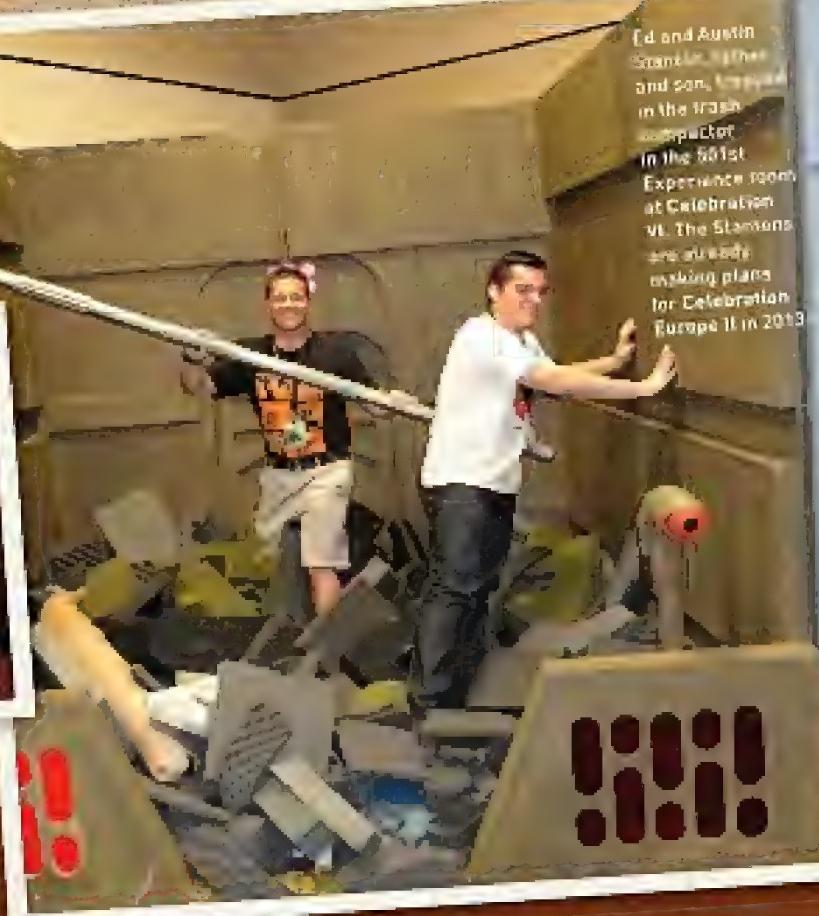
Gregory Kyle Womble submitted these photos of his family at Celebration VI, sitting on Santa Vader's lap in the Hallmark booth, and meeting

Mike Quinn in the autograph hall. "My children are definitely the future of Star Wars!" he writes.

In the Star Wars University at Celebration VI, experts gave demonstrations and lectures on a variety of topics. One of the most popular, with a line too long to fit everyone in the room, was "From World War to Star Wars" presented by Cole Horton, Chris Reiff, and Chris Trevas.



"After two years of quiet research, I was floored by the turnout and engagement from a very diverse audience," writes Horton. "Sharing my passion for history and Star Wars with such an amazing group of fans was the highlight of my Celebration."



KEEP CALM...

As much a Celebration tradition as the celebrity appearances, photographs, and family fun are my incredible Elite Squad of volunteers. Staffing the crews on all the live stages, and helping out in key areas like the Family Room, VIP Lounge, and with the Belgian Prep photo ops, the Elite truly live up to their stellar reputation.

This Celebration, they were all sporting pins created by member Lori, that said, "Keep Calm... and call the Elite Squad." Perfect! Elite, I cannot thank you enough for all that you do for the show. Now... let's get ready for Europe in 2013!

Get in Tracks!



Mary Franklin

Editor, Bantha Tracks



RED FIVE

JOE CORRONEY ON FIVE GREAT STAR WARS COMIC-BOOK CHARACTERS!

5 (and a bit!) of the Expanded Universe's most memorable Star Wars comic-book creations, as chosen by artist Joe Corroney!



1

ASAJJ VENTRESS

Star Wars fans know her best from *The Clone Wars*, but when Asajj first appeared in Jedi: Mace Windu from Dark Horse Comics, it was clear that she was a formidable foe and not a throw-away villain. Asajj was pure evil, she was heartless, and she was here to stay.

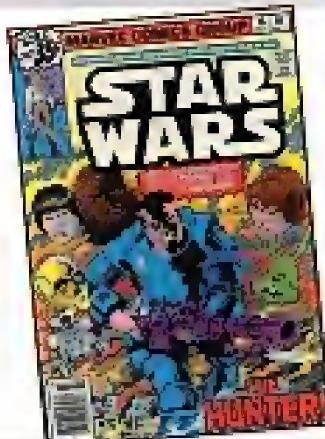
With the Clone Wars in full swing for the comic books after the release of *Attack of the Clones*, there was a need for more boldly designed bad guys our Jedi generals and their clone armies could battle. There was only so much that creators were allowed to do with Dooku and Sidious as major characters from the films, so they needed generals of their own, too.



VALANCE THE HUNTER (BEILERT VALANCE)

Valance was so intriguing to me, when I was a child. He was the first cyborg character, besides Darth Vader in *A New Hope*, who we actually get to see. Not only was he a bounty hunter—which makes him a cool character to begin with—but he was complex, with a great character arc, too.

He starts out with a disdain for droids and even for himself because of his reliance on cybernetics to keep his damaged body alive. While hunting the rebels for Vader, he has a change of heart when he learns the value of life from none other than C-3PO. Rather than



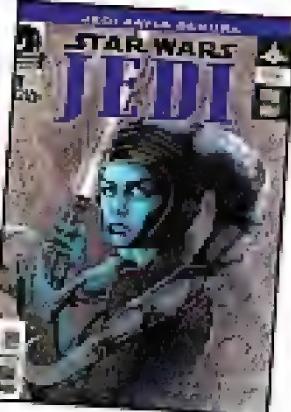
revealing Luke's identity as the pilot who destroyed the Death Star to Vader, Valance sacrifices himself during his battle with the Dark Lord in an effort to allow Luke to escape. It's a great moment in the early Expanded Universe, and maybe even served as a precursor to Vader and his final destiny, too. Walt Simonson's art, revealing that the droid-hating bounty hunter is part robot, is seared into my mind to this day.





3

AAYLA SECURA



Star Wars has always been a great source of strong female characters, but until the first appearance of Aayla in the *Star Wars: Republic* storyline "Twilight," we never really saw what a female character cut from that same cloth could do with a lightsaber.

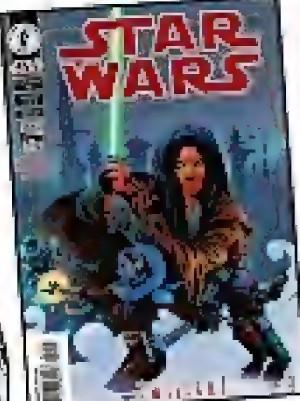
Not only did Aayla connect with fans, but with George Lucas himself, who saw potential for the character beyond the comics in the films *Attack of the Clones* and *Revenge of the Sith*. That's an impressive feat for a character who

was originally intended to be killed off by her creators, Jan Duursema and John Ostrander, early on in the comic books. Thanks to a request by Jan's daughter, Aayla was spared and she was given an even bigger spotlight to shine.

4

QUINLAN VOS

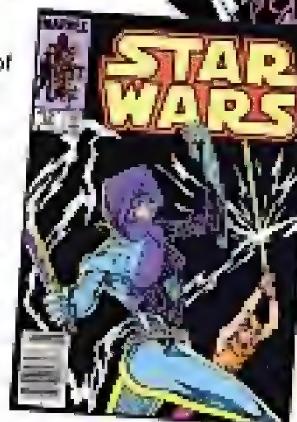
When we are first introduced to this character in *Star Wars: Republic: Twilight* we know as little of him as he does himself. But over the course of many more comic books, writer John Ostrander and artist Jan Duursema create one of the most complex, heroic, and memorable Star Wars characters of all time—and we're not just talking about the comics here. Quinlan Vos dances as close to the dark side as anyone ever could without completely succumbing to its power... or does he?



5

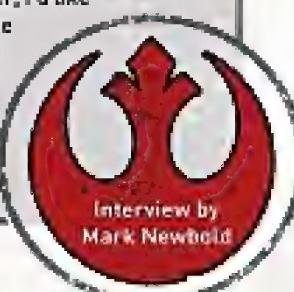
LUMIYA

My favorite character from the Marvel *Star Wars* comic series would have to be the Dark Lady herself, Lumiya. Shira Brie was an agent of the Empire who infiltrated the Rebel Alliance to eliminate Luke Skywalker per Vader's orders. She eventually falls for her mark, but, in a tragic twist of fate, is nearly killed by Luke on a dangerous mission when he destroys her ship, believing it to be piloted by the enemy. She becomes the deadly, lightwhip-wielding Lumiya, filled with hatred for her former love. She terrorizes him well beyond the comics into the rest of the Expanded Universe.



HONORABLE MENTION - KAI JUSTISS

If I'm allowed to have an honorable mention for a favorite *Star Wars* comic book character, I'd like to vote for Kai Justiss. Although I created this Jedi Knight for *Star Wars* magazines and the role-playing game books, he actually did appear in the comic book *Jedi: Dooku* from Dark Horse Comics, drawn by Jan Duursema. Kai's likeness is based on our mutual friend and fellow artist, Justin Chung, so it was pretty exciting to find out that Jan and John Ostrander included Kai for a battle scene early on in the story where he's captured, then released by Count Dooku.



Interview by
Mark Newbold

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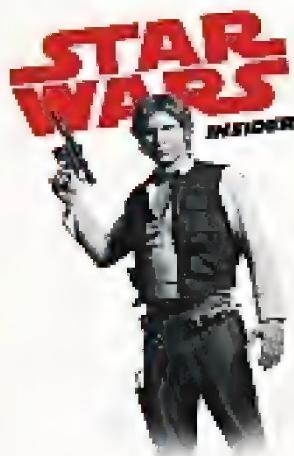
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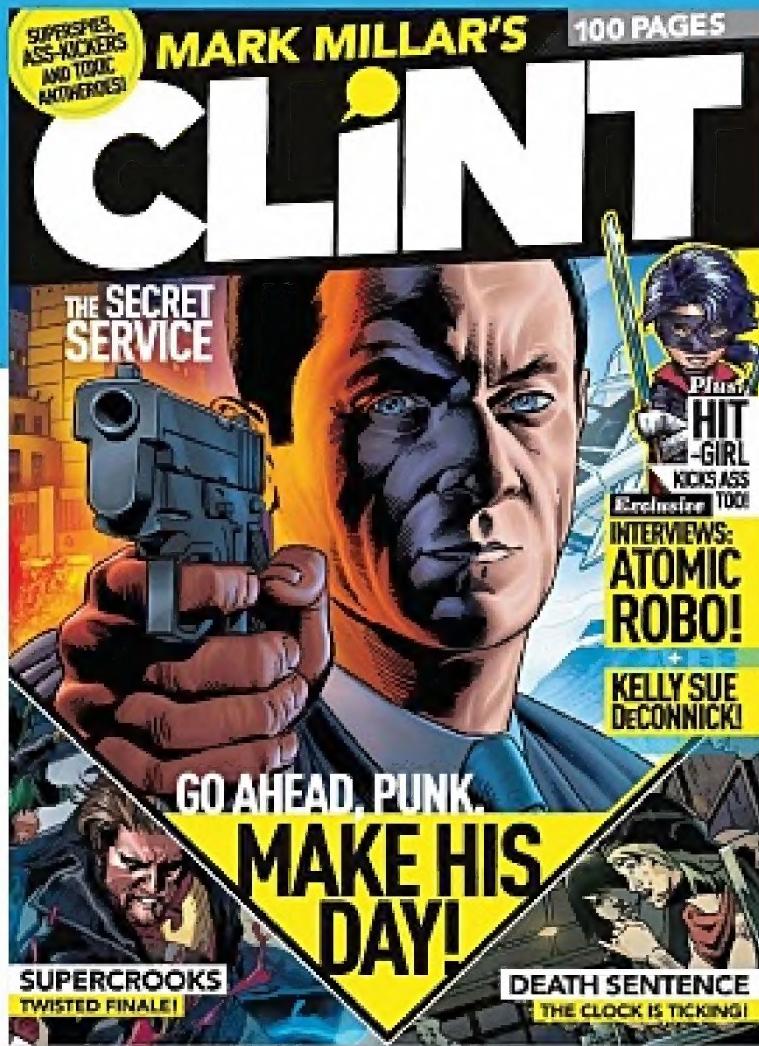


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